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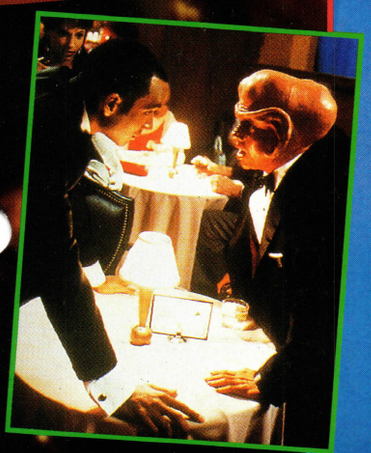

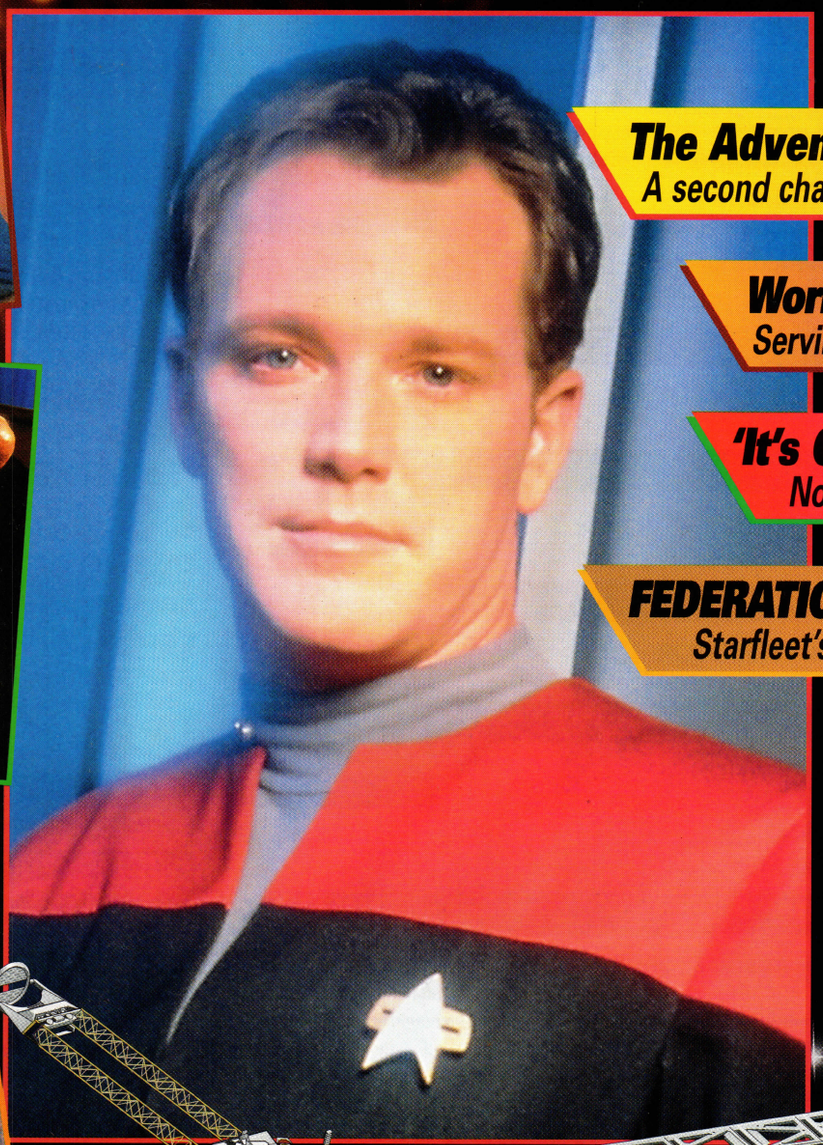

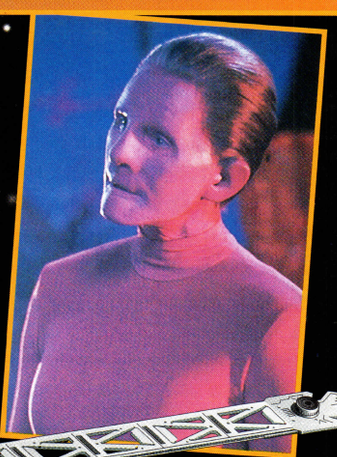

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STAR TREK

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THE KLINGON EMPIRE

KLINGON MYTHOLOGY

THE KLINGON EMPIRE

The Klingon race is as passionate about its myths and legends as it is about making war. The empire celebrates its belief system through epic poems, operas, and annual festivals.

The warrior culture of the **Klingon Empire** draws much of its strength from a sturdy tradition of myths and legends. These epic parables and fables, built around both fictional characters and real life historical figures such as **Kahless the Unforgettable**, the first Klingon emperor, are at the core of the belief system of all Klingons.

As with many cultures that date from ancient times, the true origins of the Klingons are shrouded in mystery, and the stories of early figures in their history have sometimes merged with fantastic tales that are more legend than fact. No matter what the actual nature of these forebears were, their exploits – real or imagined – have become the foundations for the beliefs of an entire species. For example, Kahless, a warrior who united the warring tribes of the Klingon homeworld **Qo'noS** under one banner for the first time, was a real person, but his exploits have been exaggerated and expanded into legend over the centuries.

Klingon origin

Klingon legend describes the origin of their race in a typically aggressive manner. In a creation myth parable, part of which forms the final bonding ceremony in a Klingon wedding, a tale is told of how the gods created the first Klingon, **Kortar**, in **Qui'Tu**, the Klingon place of creation. Kortar's Klingon heart beat loud enough to shake the heavens, but it faltered when it became lonely, and so the gods created the first Klingon woman. Together, these two Klingon hearts beat with such strength and force that the gods quaked in fear of what they had created. Seeing the weakness of their creators, Kortar and his mate took up arms and killed the gods, cementing the Klingon race's drive to govern its own destiny.

Kortar's actions were not without consequence, however, and as punishment for killing the gods, the first Klingon was banished to the netherworld. There, Kortar was doomed to an eternity of servitude, bound to man the helm of **The Barge of The Dead** and ferry lost and dishonored Klingon souls along the **River of Blood** to the **Gates of Gre'thor**. The Klingon equivalent of the infernal realm of Hades or Hell, Gre'thor is a vast, burning wasteland enclosed by a huge stone wall. To enter, the disgraced souls must leap from the Barge and walk a road of burning coals and flaming braziers to the towering gates, which are topped by a huge inverted Klingon trefoil. Within, the souls of those without honor are under the dominion of **Fek'lhr**, a demonic creature that is the guardian of Gre'thor, and who lives in the **Cavern of Despair**. Once there, the dead can expect to live out eternity in their own private purgatory. This fate also awaits those whose children are unworthy; the **Paq'bathl**, a sacred Klingon scroll, makes it clear that the 'sins of the child' are one of the routes into Gre'thor.

The legends of Kahless were based upon a real person. In 2369, the monks of Boreth bring to life an utterly convincing clone of the long-dead warrior.

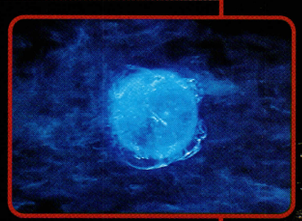
Deathly dreams

So legend has it, after death the dishonored dead first experience the **Naj**, 'the dream before dying,' in which the dead recall their real life as they try to hold on to it - but this dream is quickly shattered by Kortar's warriors, who appear in the vision to slaughter the dead Klingon's family and friends,

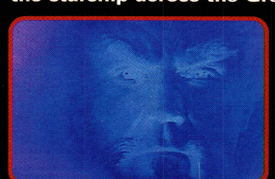
EXPLOITING BELIEF

False idols

Many modern-day Klingons are still in thrall to their ancient myths, despite the race's status as a technologically advanced society. On rare occasions, outsiders have even been known to use this unshakable faith to manipulate members of the warrior race. In 2287, General Korrd, the Klingon representative to Nimbus III, is brainwashed by Sybok, a renegade Vulcan. When Sybok hijacks the *U.S.S. Enterprise NCC-1701-A* and takes the starship across the Great Barrier, Korrd is convinced that his new master has found the mythical Klingon place of all creation – Qui'Tu. Unfortunately, it turns out that Sybok has simply been deceived by an evil entity imprisoned on the planet below.



A planet is found beyond the Great Barrier.



Captain Kirk proves that Sybok's 'god' is nothing of the kind.

In 2287, General Korrd believes that Sybok has found the mythical Qui'Tu.

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KLINGON MYTHOLOGY

THE KLINGON EMPIRE

The Klingon version of the devil is a grotesque demon called Fek'lhr. This monstrous creature dwells within the Cavern of Despair, and also guards the Gates of Gre'thor.

The Klingon equivalent of Hell is Gre'thor. Here, dishonored Klingon souls are sentenced to their own private and eternal purgatory.

The story of creation is renacted in the final part of a Klingon wedding ceremony.

Klingons utter the death cry after a warrior dies, to announce their entry to Sto-Vo-Kor.

before dragging them to the Barge. Once there, the departing soul is branded on the cheek with an inverted Klingon trefoil. During the journey along the River of Blood, the souls on the Barge are tempted by the siren-like calls of the **Kos'karii**. These shapeshifting demons mimic the voices and appearance of loved ones, luring the dead off the Barge, and dragging them screaming to a fate even worse than the torments of Fek'lhr.

Salvation

In the eleventh tome of **Klavek**, an age-old book of Klingon myths, a story is told of how Kahless himself ventured into the netherworld to rescue his brother from passage into Gre'thor. It is said that a ritual of transference can take place, where one Klingon can willingly accept the dishonor of another and take their place on The Barge of The Dead.

Some Klingons may voluntarily choose to end their lives if their dishonor is too great, through a ritual known as the **Mauk-to'Vor**. If the dishonored one is killed with a ceremonial **mevak** dagger by the person responsible for the loss of honor, their soul is cleansed and they are allowed to escape damnation in Gre'thor. Also, warriors who can no longer fight, and so cannot seek a chance to die in honorable battle, may choose the ritual suicide of the **Hegh'bat** ceremony, which also grants a virtuous death.

For the souls of Klingons who have died with honor, however, their afterlife is spent in **Sto-Vo-Kor**, where they are welcomed into an honorable eternity of glorious battle and righteous conflict by Kahless himself. Similar in many ways to Earth's Norse myths of Valhalla, entry into Sto-Vo-Kor is only earned by those of a pure warrior heart and honorable soul. Klingon belief holds that the soul of a departed one can be ensured entry through a valiant deed done by their friends in the name of the dead.

Eternal glory

Sto-Vo-Kor is a place where Klingons can live forever as warriors, where they can face old enemies in combat and recapture past glories; legends also state that Kahless will return from Sto-Vo-Kor in the hour of his people's greatest need. Indeed, Kahless himself is the subject of many legends, such as **The Story of The Promise**, wherein he told the Klingon people to wait for his return on **Boreth** as he left to enter Sto-Vo-Kor; the fable of the **bat'leth**, in which he took a lock of his own hair and forged it into the traditional Klingon sword of honor, using lava from the **Kri'stak** volcano; the fable of the **Quin'lat** storm, his great battle with the tyrant **Molor**, and the story of his epic love for the **Lady Lukara**. The latter two events are celebrated in the annual **Kot'baval** festival, and in the words and song of many epic Klingon operas.

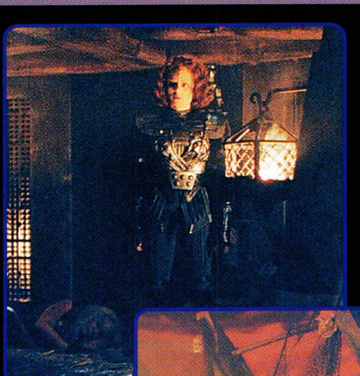
GALAXY FACTS

- **If the Klingon trefoil mark fails to brand the cheek of a dishonored soul, it is a sign that the person is not yet ready to die.**
- **In 2367, a confidence trickster, known only as Ardra, takes on the visage of Fek'lhr.**
- **In 2372, Kurn asks his brother Worf to perform the Mauk-to'Vor ritual.**

PASSAGE TO GRE'THOR

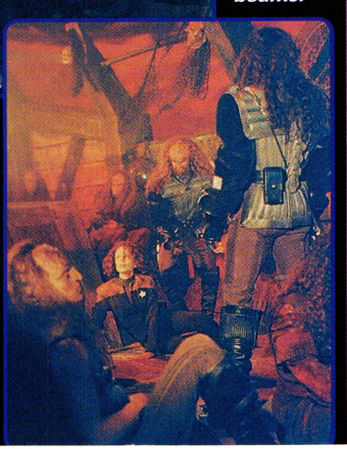
Doomed souls

The souls of the dishonored dead are ferried to the Klingon hell of Gre'thor aboard The Barge of the Dead. The vessel is surprisingly similar to old-Earth sailing ships of the 15th or 16th centuries. A few of the ship's wooden masts and beams are inscribed with Klingon script, and a figurehead, which resembles a sea monster of some sort, stands at the bow. The Barge steers across the choppy waters of the River of Blood, and the arrival of souls on board is preceded by flashes of lightning and howling wind. Klingon warriors keep watch over the souls of the dead; it is not known if these mariners are also dishonored spirits, sentenced to an eternity of such dismal duty.



The lower deck of the Barge consists of a dark and dingy room. Lanterns hang from wooden beams.

The doomed souls of dishonored Klingons do not appear to bemoan their fate, but sit silently on the decks of the ship.



The Guide to the STAR TREK Galaxy

FILE 7 **CARD 16**

THE UNITED FEDERATION OF PLANETS

THE FEDERATION AND OTHER RACES

THE UNITED FEDERATION OF PLANETS

In the past, the **Federation**'s lack of a cohesive diplomatic strategy for dealing with races of equal or greater strength has sadly led to acts of espionage, terrorism, and outright war.

Despite a strict set of non-disruptive procedures for handling **first contact** with other life forms, the **United Federation of Planets** has no specific guidelines for establishing relations with its enemies. Instead, dealings with hostile cultures that do not wish to join the Federation, or engage in friendly negotiations, are approached on a case-by-case basis. Often, this kind of piecemeal diplomacy yields unpredictable or even disastrous results.

The lack of a consistent Federation policy for dealing with enemy forces has led to many hardships, including the protracted 70-year war with the **Klingons**, the establishment of the Klingon and **Romulan Neutral Zones**, and the invasion of the **Alpha Quadrant** by the **Gamma Quadrant**'s **Dominion**. Achieving peace is never easy, but the Federation's stated policy of non-interference in the development of less advanced cultures does appear to work in many cases. The Federation and its member planets often suffer from not having a similar policy to deal with its interstellar peers.

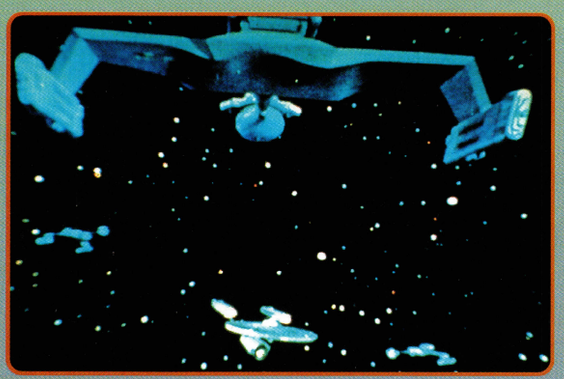
War with the Klingons

An example of the Federation's weakness in working with other advanced races is its first contact experience with the Klingon Empire, which takes place in 2218. The Federation is unaware of the aggressive nature of Klingons, but immediately classifies them as a military threat rather than an interstellar equal. The fallout from this decision leads to decades of brutal conflict with the empire, as well as to arguments about disputed areas of space. The establishment of the Klingon Neutral Zone, which can also be traced back to this ill-fated first encounter, paves the way for the strife that follows, including the short-lived alliance of the Klingons with the **Romulan Star Empire** in 2268 against the Federation.

The concept of a Neutral Zone, which was included in the **Treaty of Algeron** that ended the Romulan Wars with Earth, is perhaps as close as the Federation comes to having a consistent plan for dealing with its enemies. In some cases, the establishment of artificial borders in space is successful for long periods

Hated enemies

In 2268, Kang and his fellow Klingons encounter the Beta XII-A entity, which feeds off their hatred for the U.S.S. ENTERPRISE NCC-1701's Federation crew.



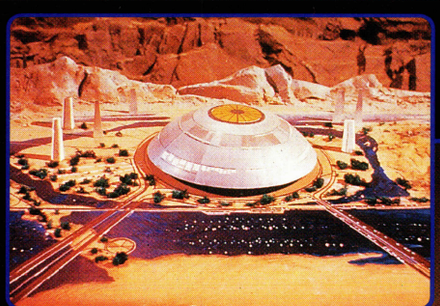
Dangerous allies

In 2268, the Federation learns of an improved Romulan cloaking device and assigns the U.S.S. ENTERPRISE's senior officers to steal one.

WEAPONS DEAL

Civil war

Occasionally, Federation policy has been violated by those who feel the organization's guidelines regarding advanced cultures are inconsistent and constricting. In most cases, a high price is paid for taking such a risk. Admiral Mark Jameson, a decorated Starfleet officer, inadvertently triggers a 40-year long civil war on Mordan IV in 2319, when he gives weapons to one of the planet's factions in exchange for Federation hostages. This unauthorized deal, a direct violation of the Prime Directive, leads to terrible suffering on the planet, though at the time, the Starfleet officer believes what he is doing is right. The decision ultimately comes back to haunt the much older Admiral Jameson, however, when he returns to the planet to strike another hostage deal.



The population of Mordan IV suffer a 40-year civil war thanks to an unofficial Federation arms deal.

Karnas, the leader of a faction on Mordan IV, blames Jameson for his planet's civil war.

Mark Jameson takes a risky rejuvenation treatment, which he hopes will give him the strength to negotiate a second hostage deal on Mordan IV.

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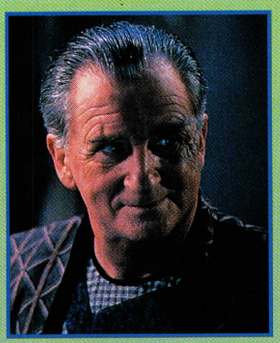
GALAXY FACTS

- **The existence of the Romulan Neutral Zone also contributes to a 50-year period of Romulan isolationism that begins in the wake of the 2311 Tomed Incident.**
- **The fragile peace between the Federation and Klingon Empire is threatened when the Klingons attempt to invade Cardassia in 2372.**

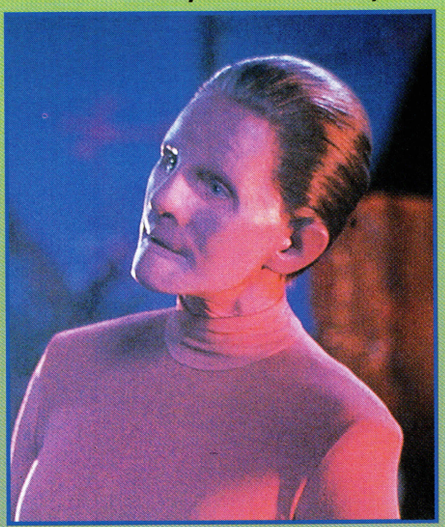
THE FEDERATION AND OTHER RACES

THE UNITED FEDERATION OF PLANETS



Some Federation colonists, such as Macias, feel abandoned by the organization when it signs a treaty with the Cardassians in 2370.

Risking a death sentence, Spock violates General Order 7 in order to return his former captain, Christopher Pike, to Talos IV.



The Gamma Quadrant's Dominion make clear their isolationist disposition, but the Federation, perhaps foolishly, continues to explore their territory.

of time. The Romulan Neutral Zone, for example, is not violated for over a hundred years, until the well-documented Romulan incursion of 2266. Despite a series of incidents involving Neutral Zone infractions by both parties in this era, including the theft of an early **cloaking device** from a ***Romulan Bird-of-Prey*** by **Captain James T. Kirk** of the ***U.S.S Enterprise NCC-1701*** in 2268, the light-year wide Neutral Zone still serves a practical purpose.

Likewise, the **Cardassian Demilitarized Zone** that is created by a treaty in 2370, following the end of the bitter conflict between the Federation and the Cardassians, has its uses. Unlike the Klingon and Romulan Neutral Zones, it allows both powers to cede planets to each other in the zone, and to establish several non-violent colonies. The fragile Demilitarized Zone, however, does not endure nearly as long without violations as the Neutral Zones do. A few years after its formation, the Cardassian Central Command attempts to smuggle weapons to its colonists in the zone. The Federation-backed **Maquis** colonists feel abandoned by the Federation and attempt to undermine the zone's stability.

In addition to the enforcement of strategic borders, another alternative available to the Federation when dealing with a threatening species is to make all contact with them illegal. **Starfleet** chooses this route in regard to **Talos IV**, a **Class-M** planet whose remaining inhabitants possess powerfully addictive illusory technology. Rather than work with the **Talosians**, as of 2266 Starfleet deems contact with them to be a violation of **General Order 7**, which is punishable by death. **Science Officer Spock** of the *Enterprise* willfully ignores the order, however, when he returns his former commanding officer, **Captain Christopher Pike**, to the planet. The Talosians help Pike – one of the first people to ever explore Talos IV – cope with his severe radiation injuries.

Curiosity kills

It is this kind of decision-making in the face of a glaring lack of standard policy that most hurts the Federation in its initial dealings with other cultures. The untapped possibilities of the Gamma Quadrant so intrigue the Federation that they continue to utilize the **Bajoran wormhole** in order to trespass into it, despite the Dominion's repeated requests for such visits to cease. Given the Dominion's stated purpose of imposing order, their subsequent attack on the Alpha Quadrant and alliance with the Cardassians is not altogether surprising.

In the wake of first contact with the Dominion, the Federation not only introduces itself to the Gamma Quadrant, but also stirs Dominion interest in the Alpha Quadrant. Had the Federation chosen to respect the Dominion's wishes early in their first meetings, it is possible that the **Founders** would not have launched their all-out assault on the Alpha Quadrant.

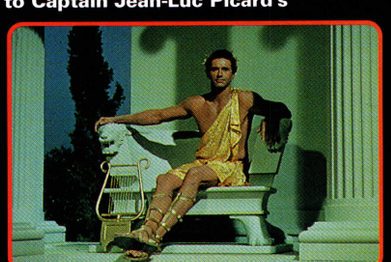
In the end, the uncertainty the Federation faces in dealing with warring races makes such ventures dubious at best – approaching these situations on a case-by-case basis only works if the right decisions are made. If the Federation had applied the Talosian no-contact policy to the Gamma Quadrant and the Dominion, a long war might well have been avoided. Learning to apply the correct policy to the correct situation is, hopefully, a skill at which Federation officials will continue to improve.

ADVANCED RACES

A higher authority

The Federation appears to have no official policy for dealing with species more advanced than any of its member races. To be fair, such incidents are probably impossible to prepare guidelines on. For example, in 2267, Captain James T. Kirk and the crew of the *U.S.S. Enterprise NCC-1701* are held hostage by a being claiming to be the Greek god Apollo. Having no official guidelines to follow for such an encounter, and unable to reason with the god-like entity, the incident ends with Kirk ordering the destruction of Apollo's power source.

Matters have barely improved by the time the *U.S.S. Enterprise NCC-1701-D* encounters Q in 2364. The crew are probably only spared thanks to Captain Jean-Luc Picard's impressive defense of humanity. No official procedures are drawn up after the *Enterprise's* first contact with the Q Continuum, but Starfleet does hold a briefing on its menacing ambassador, Q, which is attended by Benjamin Sisko. It cannot be said, however, that the briefing does anything more than warn Sisko of Q's existence; the commander still struggles when he later meets the mischievous being in 2369, aboard space station *Deep Space Nine*.



The powerful entity claiming to be Apollo has a disastrous encounter with Captain Kirk.

Starfleet's briefings on Q do not always prepare its officers for a meeting with the real being.

FILE 22 U.S.S. ENTERPRISE NCC-1701-A

TYPE:
CONSTITUTION CLASS

ASSIGNED TO:
U.S.S. ENTERPRISE NCC-1701-A

NAME:

WARP NACELLES AND PROPULSION SYSTEMS

Developed by **Zefram Cochrane** in the 21st century, warp propulsion is the cornerstone technology of interstellar travel. The basic theory of warp drive has changed little over 300 years, although the systems used to generate and channel the massive amounts of energy required for this faster-than-light travel have undergone constant modification and improvement. **Warp core stacks**, reaction chambers, and engineering systems have gradually progressed to the state-of-the-art technologies found on both ***Sovereign***- and ***Intrepid***-class vessels, but perhaps the most significant external change on any starship is the design and construction of the **warp nacelles**.

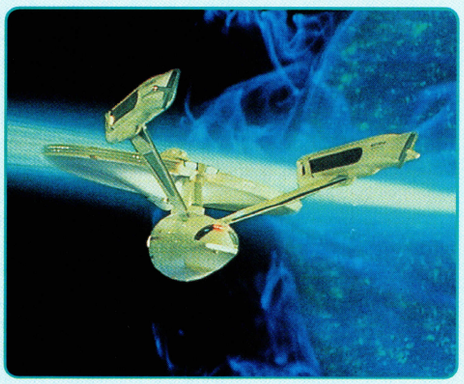
The configuration of most **Starfleet** vessels adheres to the classic twin nacelle design, made familiar by the original ***Constitution***-class ***U.S.S. Enterprise NCC-1701***. A subsequent refit of the vessel in 2271 incorporates a number of radical alterations to the superstructure of both the engineering hull and saucer section. The overall shape of the ship remains unchanged, and the identical warp nacelles on both the refitted *Enterprise* and the newly constructed ***U.S.S. Enterprise NCC-1701-A***, commissioned in 2286, are a variation on the original *Enterprise*'s engines. The overall length of the newer *Constitution*-class vessel is 16 meters longer, at 305 meters, although the newly designed nacelles do not contribute to this additional length as they are the same length as the original ship's nacelles.

A comparison between the original *Constitution*-class nacelle and its redesigned version illustrates the differences between them. The original *Enterprise* nacelle is circular in cross-section, remaining virtually the same circumference for its entire length, whereas the *U.S.S. Enterprise NCC-1701-A* nacelle has a slightly tapered rectangular cross-section, wider at the top than it is at the bottom, with a gently curved upper and lower surface.

Color change

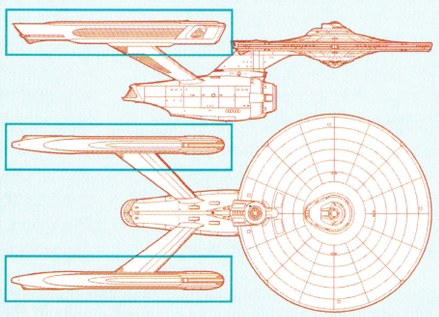
One of the most notable features of the original *Enterprise*'s nacelles is the orange-red glowing front globe, which clearly indicates the operational conditions of the warp drive. This is removed in the *U.S.S. Enterprise NCC-1701-A* nacelle, and replaced by a series of forward facing, blue illuminated grilles. A short distance behind this forward section is a slightly wider section, which subtly protrudes on either side of each nacelle. This again houses a small blue illuminated grille that protects the long, blue warp engine field grilles running for two thirds of the length of the nacelle on either side. These grilles transmit the **warp bubble** around the ship, allowing the vessel to travel at warp speeds. The field grilles power down to a dull blue color when the main engines are off-line.

The rear of the newly designed nacelle is quite similar to the earlier *Constitution*-class design, although the drilled upper fin from the first *Enterprise* design has been removed to

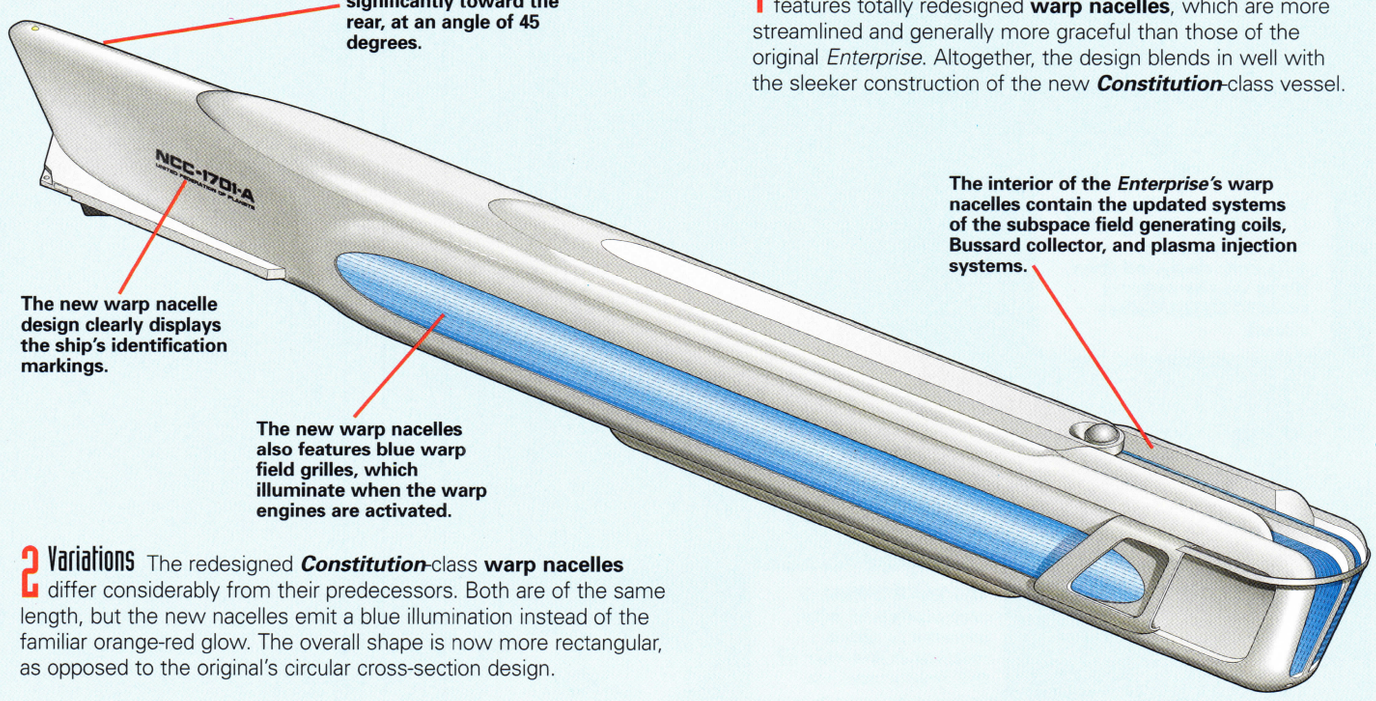


The U.S.S. ENTERPRISE NCC-1701-A's redesigned warp nacelles are severely tested during the ship's maiden voyage.

System:
WARP NACELLES



WARP NACELLE



1 Streamlined design The ***U.S.S. Enterprise NCC-1701-A*** features totally redesigned **warp nacelles**, which are more streamlined and generally more graceful than those of the original *Enterprise*. Altogether, the design blends in well with the sleeker construction of the new ***Constitution***-class vessel.

2 Variations The redesigned ***Constitution***-class **warp nacelles** differ considerably from their predecessors. Both are of the same length, but the new nacelles emit a blue illumination instead of the familiar orange-red glow. The overall shape is now more rectangular, as opposed to the original's circular cross-section design.

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WARP NACELLES AND PROPULSION SYSTEMS

produce a more streamlined upper surface at the rear. Forming the trailing edge of the *U.S.S. Enterprise NCC-1701-A*, the back of the warp nacelle is angled at around 45 degrees and is the narrowest section of the nacelle. The overall shape of the redesigned *Constitution*-class is far more elegant than the original, and the interior of the nacelles now house the upgraded subspace field generating coils, **bussard collector**, and plasma injection systems.

Identifying marks

One of the most important secondary features of the *Enterprise* nacelle is the inclusion of identifying marks for use by other vessels. The original *Constitution*-class nacelles use virtually the entire length of its outward facing section to display the Starfleet banner and colors, originally a yellow chevron situated upon a red band. The *U.S.S. Enterprise NCC-1701-A* also displays its identification on the nacelle, but it now consists of the name of the vessel and its Starfleet registry number at the rear section of the nacelle, behind the illuminated warp field grilles.

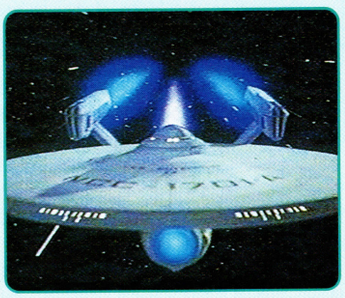
Blinking red navigation lights are situated on the tail of each nacelle, and toward the front on the upper surface, showing the operational status of the vessel and aiding its maneuvers in docking situations.

The maiden flight of the refitted *Enterprise* nearly ends in disaster when the intermix formula for the matter/antimatter reaction is miscalculated, and the vessel enters an artificial wormhole generated by the imbalance. By the time of its launch in 2287, the now proven engines of the newly designed *Constitution*-class do not suffer this problem, and the even faster *U.S.S. Enterprise NCC-1701-A* functions extremely well. At this time, however, the damage caused by a fixed warp nacelle's **subspace** field to all parts of the spacetime continuum is not known by Starfleet, so the redesigned *Constitution*-class nacelles are fix-mounted on pylons in a similar fashion to the original *Constitution*-class units.

Support fixtures

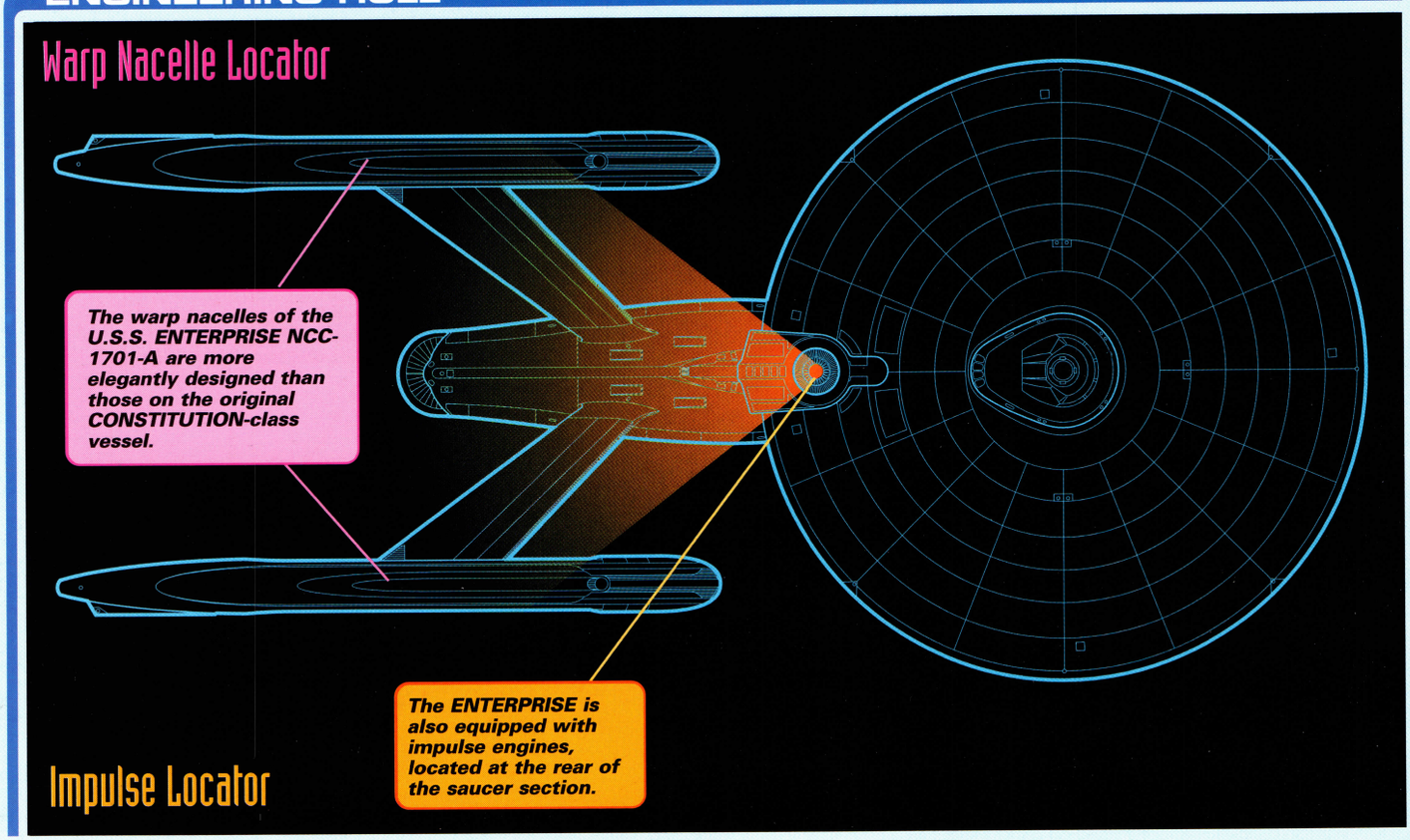
The warp nacelles of the *U.S.S. Enterprise NCC-1701-A* are connected to the upper section of the engineering hull by two swept back angled pylons, which are wider at their connection points to the underside of the nacelles than to their points of contact on the engineering hull. The original *Constitution*-class warp nacelle pylons connect on the underside, toward the front of the nacelle, and are of a uniform width. The support pylons of the *U.S.S. Enterprise NCC-1701-A* are set at a wider angle, and while the nacelles are further apart than on the original design, their height relative to the entire vessel is the same. The warp field generated by the fixed nacelle design is extremely stable, and the thin struts are able to withstand considerable punishment due to their rigid nature. The nacelle design of the *U.S.S. Enterprise NCC-1701-A* heralds a great leap forward in warp field dynamics and propulsion efficiency, leading the way to even faster ships with the ***Excelsior***-, ***Ambassador***-, ***Galaxy***-, ***Sovereign***-, and ***Intrepid***-class nacelle designs.

The operational status of the warp nacelles can be monitored on schematic displays.



The warp nacelle field grilles glow blue when the warp engines are activated.

ENGINEERING HULL



FILE 34 THE KLINGON FLEET

I.K.S. Rotarran

The *I.K.S. Rotarran* is a rather battle scarred and unremarkable looking *Klingon Bird-of-Prey*, but under the command of General Martok it becomes famous for its victories in the Dominion war.

The ***I.K.S. Rotarran*** is a typical ***Klingon Bird-of-Prey***, unremarkable in its configuration or equipment level, although its history during the **Federation Alliance**'s war with the **Dominion** in the **Alpha Quadrant** is worthy of note. This battered and scarred ship plays an enormous part in the psychological recovery of **General Martok**, and also participates in a number of significant missions against Dominion forces.

After his eventual rescue from **Dominion Internment Camp 371** in early 2373, Martok is given the *Rotarran* as a commission so that he can carry out missions on behalf of the **Klingon Empire**. At this time, the *Rotarran* crew have experienced many punishing losses; morale is low and they view their mission to rescue the missing Klingon ship ***I.K.S. B'Moth*** with the same disdain that they display to their new commander. Martok's fear of the Dominion makes matters even worse, and it is down to the ingenuity of **Worf** – temporarily seconded to the *Rotarran* – to make the general understand that he and his troops are still Klingon warriors. After the crew's blood lust is rekindled, the *Rotarran* triumphantly rescues the *B'Moth* survivors, then claims a morale boosting victory against a **Jem'Hadar** ship.

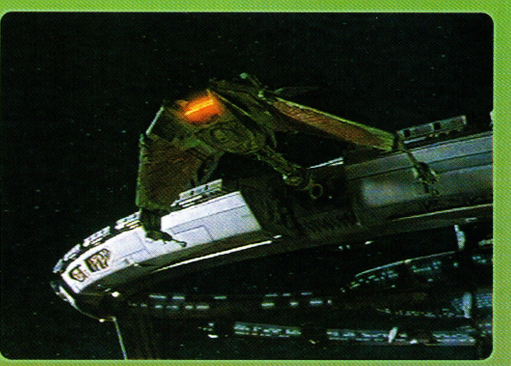
Some weeks later, the *Rotarran* plays a vital role in fighting off a Dominion attack on station ***Deep Space Nine***, protecting the ***U.S.S. Defiant NX-74205*** while it lays a series of **self-replicating mines** around the **Alpha Quadrant** entrance to the **Bajoran wormhole**. Eventually overwhelmed by Jem'Hadar and **Cardassian** forces, the Klingon ship is forced to retreat from the area in order to join up with the Federation taskforce, although its actions help distract the Dominion forces from the attack taking place on their shipyards in Cardassian space.

Inexperienced crew member

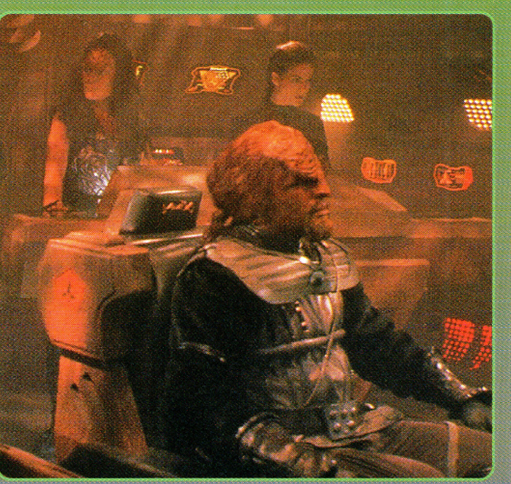
Continuing to undertake missions into 2374, the *Rotarran* takes on a number of reinforcements, including Worf's son **Alexander Rozhenko**. The *Rotarran*'s crew do not react well to the young man at first, but later welcome him despite his foolish mistakes. Worf and his estranged son quickly come into conflict with each other, although their heated arguments are cut short by a Jem'Hadar attack, which leaves the vessel with a potentially catastrophic plasma leak. Alexander and the older warrior **Ch'Targh** successfully repair the leak, and the Jem'Hadar are destroyed, adding yet another victory to the *Rotarran*'s growing list of conquests.

Despite fierce enemy opposition, the *Rotarran* forms part of the Klingon fleet that is successful in retaking *Deep Space Nine* later that year. By 2375, the allied forces are launching regular counterattacks deep within Dominion territory, and the *Rotarran* is yet again in the thick of the action. Following the tragic death of **Jadzia Dax**, Worf assembles a crew – including **Chief Miles O'Brien**, **Dr. Julian Bashir**, and **Quark**, along with General Martok – who are ready to launch an attack on a huge Dominion shipyard at **Monac IV**, deep within enemy territory. The aim of the mission is twofold; firstly, to destroy a major manufacturing base for the Dominion and, secondly, to symbolically create an explosion bright enough to light the way into **Sto-Vo-Kor**, the Klingon afterlife, for Worf's late wife. The *Rotarran* performs admirably, again proving the reliability that the *Klingon Bird-of-Prey* is renowned for.

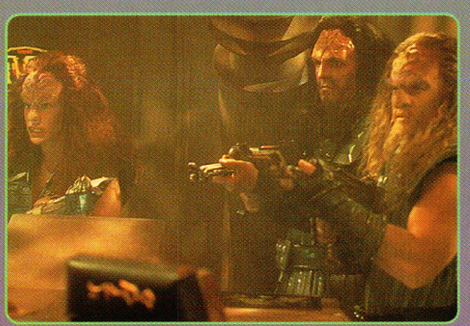
Toward the climax of the war with the Dominion, General Martok is inducted into the **Order of Kahless** by an increasingly paranoid **Chancellor Gowron**, and is transferred off the *Rotarran* so that he can be given virtually suicidal missions by the Klingon leader. The *Rotarran* continues to carry out its duties without its most famous commander, who goes on to become the new chancellor of the Klingon people. The resilience of the battle scarred ship and its crew will no doubt become a part of Klingon history, a tale of selfless bravery celebrated in wine and song.



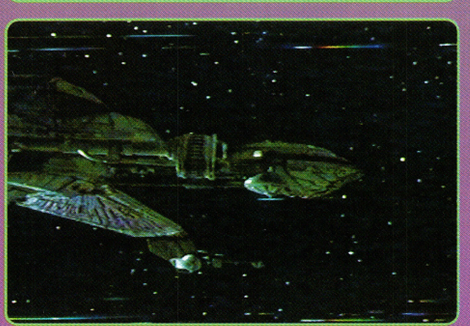
The I.K.S. ROTARRAN often docks at DEEP SPACE NINE. In 2374, the KLINGON BIRD-OF-PREY helps retake the station from the occupying Cardassian-Dominion forces.



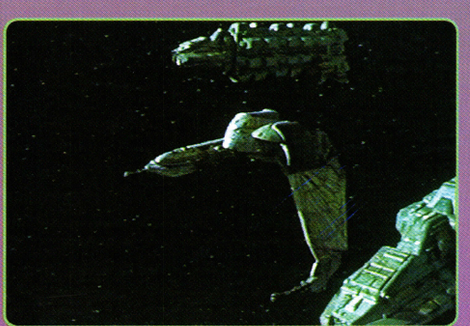
In 2373, Worf and Jadzia Dax join the ROTARRAN crew on a mission to rescue the missing I.K.S. B'MOTH. Worf helps to boost the morale of Martok and his crew.



The morale of General Martok's crew is virtually nonexistent when he takes command. The ROTARRAN has suffered many past defeats.



The ROTARRAN proves its worth in combat when the BIRD-OF-PREY defeats a Jem'Hadar vessel, while rescuing the B'MOTH and its survivors.



As with all BIRD-OF-PREYs, the ROTARRAN cuts a bat-like figure through space. Its design stands up well to the rigors of the Dominion war.

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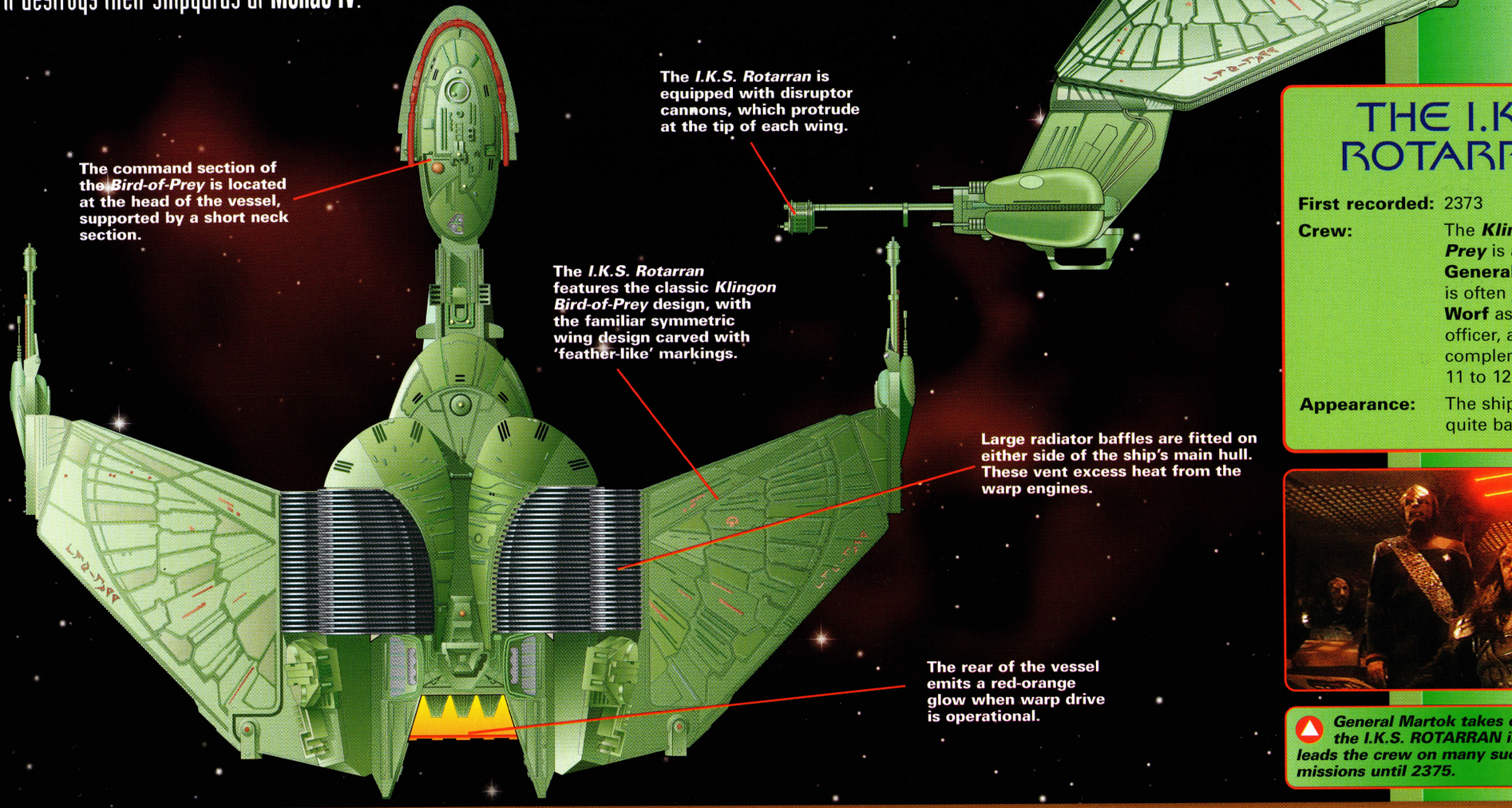
The I.K.S. Rotarran

Among its many conquests, the ***I.K.S. Rotarran*** wins a great strategic victory against the **Dominion** when it destroys their shipyards at **Monac IV**.



THE I.K.S. ROTARRAN

First recorded: 2373

Crew: The ***Klingon Bird-of-Prey*** is assigned to **General Martok**. He is often joined by **Worf** as his first officer, and a complement of around 11 to 12 warriors.

Appearance: The ship's exterior is quite battle scarred.

General Martok takes command of the I.K.S. ROTARRAN in 2373. He leads the crew on many successful missions until 2375.

Tom Paris

Ensign Tom Paris makes his share of mistakes in life, but his service on the ***U.S.S. Voyager NCC-74656*** brings out his best qualities and allows him a degree of personal redemption.

OTHER CARDS IN THIS FILE...
55A TOM PARIS'S STARFLEET CAREER
55B TOM PARIS AND WOMEN
SEE OTHER FILES...
U.S.S. VOYAGER.....File 29
STAR TREK: VOYAGER.....File 71

Thomas Eugene Paris is an all-American boy who grows up to be the adventurer he always wanted to be. As the helmsman of the far-flung **Federation** starship ***U.S.S. Voyager NCC-74656***, he has shared in the adventure of a lifetime, and faced the many hazards and obstacles with a cheerful, boyish attitude.

Family pioneers

Tom's family were "salt of the earth" types; farmers and planetary colonists. One was a pilot who flew the first orbital glider over the lower Martian plateau – a feat that evidently inspired the young Tom. Years later he would borrow his father's shuttlecraft for a joy ride and end up crashing it into Lake Tahoe.

Tom had an unhappy childhood. There were a few bright spots – good old **Doc Brown**, for example, provided lollipops and comic books, and made house calls to treat a bad cold – but Tom's abiding memory is of the hours he spent in his room crying. Behind the locked door he read, played games, and ate peanut butter and jelly sandwiches. He lost his virginity in that room at 17, when his parents were away for the weekend.

The boy's distant relationship with his father, the renowned **Starfleet** admiral, **Owen Paris**, was the main source of his unhappiness. His father felt such childish indulgences as crying were a sign of weakness; even trivia, such as the unsightly haircuts he made Tom get on the first day of every summer, divided father and son. Tom harbored an ambition to join the **Federation Naval Patrol** when he finished school, inspired by his love of ancient sailing ships and the Jules Verne yarn '20,000 Leagues Under The Sea'. Typically, his father vetoed this dream and insisted his son join Starfleet.

Slacker

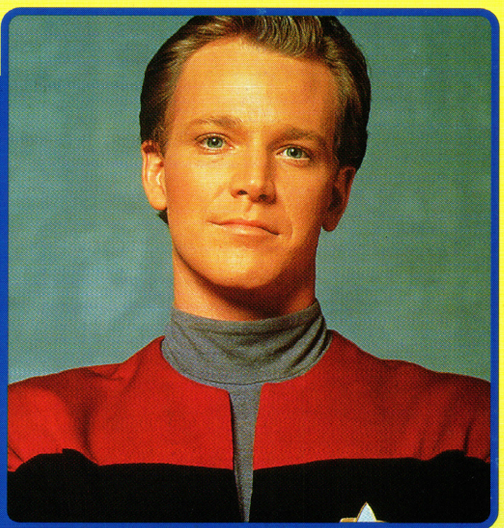
At **Starfleet Academy**, Tom was a slack student. He majored in, but almost failed, Astrophysics, and while nominally attending the Marseille campus, he actually spent most of his time at the local bar, **Chez Sandrine**. Tom later recreates this favored haunt, complete with colorful characters, on *Voyager*'s **holodeck**.

Tom nevertheless graduated from the academy and took a commission aboard the ***U.S.S. Exeter***. His career did not begin in the stellar way envisaged by his father, however: he was involved in an accident at **Caldik Prime** that killed three other Starfleet officers. As the pilot, Tom was at fault, but he foolishly denied responsibility. He eventually confessed, unable to live with his conscience, but his initial lapse led to his dishonorable discharge from Starfleet.

Tom's bad luck continued when he threw in his lot

PROFILE ON TOM PARIS

NAME: Thomas Eugene Paris
LIFE FORM: Human male
STATUS: Helmsman aboard the ***U.S.S. Voyager NCC-74656***, and medical assistant to the EMH.
STARFLEET RANK: Ensign [demoted from lieutenant in 2375]
FIRST POSTING: ***U.S.S. Exeter***. Tom was court-martialed and imprisoned after he tried to cover up an accident in which three crew mates were killed.
FIRST SEEN: 'Caretaker' [VOY]



Tom Paris has broken the transwarp barrier, created numerous holodeck scenarios, designed the DELTA FLYER, and proved to be a popular member of the U.S.S. VOYAGER NCC-74656 crew. He has also been involved with more than his fair share of disgraces, demotions, and dames.

★ **Young dreamer**
As a child, Tom dreamed of joining the navy.

★ **Other talents**
Tom is not a particularly enthusiastic medic, but is still the crew member best qualified to be the Doctor's assistant.

★ **Putting the past to one side**
Tom and Chakotay both share a past with the Maquis, but they joined for very different reasons.

SECOND CHANCE

★ **The best man to have at the helm**
Tom's skills as a pilot are especially important to the U.S.S. VOYAGER crew as they make their way home.

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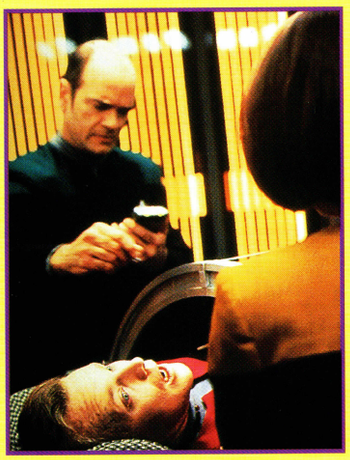
PERSONNEL FILES
Tom Paris

★ Body switch
In 2374, an alien manages to steal Tom Paris's identity.



★ Evolution
In 2372, Tom suffers the side effects of achieving Warp 10.

★ Posessive personality
Tom is manipulated by a small ship's computer personality.

★ The Chute
Tom is stabbed during his time in an Akritiri prison.

with the rebel **Maquis** organization – he was captured by Starfleet on his first mission. Tom languished in the Federation penal facility in New Zealand until freed at the behest of **Captain Kathryn Janeway**. She proposes that he serve as an observer on a mission into the **Badlands**, but circumstances take a different course. *Voyager*'s subsequent abduction to the **Delta Quadrant**, and heavy casualties among the crew, result in Tom's field commission to helmsman.

Exemplary service

Contrary to some snide predictions, Tom serves aboard *Voyager* with distinction. His ability as helmsman gets the ship out of some tight situations, and he also puts in numerous hours in the sickbay, training under the **EMH** as a backup nurse. Tom never quite leaves behind his history of insubordination, however: in 2372, he convincingly plays the role of a seditious officer as part of Captain Janeway's plan to flush out a traitor. In mid-2375, he also disobeys a direct order and violates the **Prime Directive** to protect the ocean world of the **Moneans**, resulting in his demotion to ensign.

Tom is a great fan of 20th-century Earth culture. Much of his vernacular is lifted from this period, and he often enthuses about the rock n'roll, automobiles, and food of the time. He tailors many of his holodeck programs to his interest in the 20th century: a mechanic's workshop called **Grease Monkey**; a 1957 Chevrolet convertible parked on the surface of Mars; the small Irish village of **Fair Haven**; and **Captain Proton**, inspired by the sci-fi adventure serials of the 1930's. Following a temporal displacement in 2373, Tom is thrilled to actually walk around in 1996 and put his knowledge of the era to good use.

The ensign is something of a ladies' man. He dates a number of the ship's female crew members, including **Megan Delaney**, and chases others, such as **Susan Nicoletti**. He is also attracted to the **Ocampa** girl **Kes** early on, but does does not pursue this because of her involvement with the **Talaxian Neelix**. In a possible future timeline experienced by Kes in 2373, the two actually marry.

Tom embarks on a long-term relationship with the hot-headed, half-**Klingon Lt. B'Elanna Torres** in early 2374. He proves to be a true romantic, even transporting into a **Jefferies tube** to surprise B'Elanna with flowers.

During *Voyager*'s long journey home, Tom has some amazing adventures. In 2372, he becomes the first person to break the theoretical **transwarp** barrier and achieves **Warp 10**, momentarily existing at every point in the universe. This has the side effect of accelerating his evolutionary process, however, causing Tom to mutate into an amphibious creature. The EMH is fortunately able to reverse the transformation.

Alien prison

In 2372, Tom is trapped for some weeks with his best friend, **Ensign Harry Kim**, in the **Akritiri** prison known as the **Chute**. The pair must survive the brutal conditions until *Voyager* can rescue them. Two years later, he is stranded on a planet with **Lt. Commander Tuvok** for a number of months; and in 2374, his appearance and identity are temporarily stolen by an alien known as **Steth**.

Tom's talent at flying allows him to pilot a shuttle through a fierce battle with the **Kazon** in late 2372 and return with help from a Talaxian fleet. He is also the driving force behind the revolutionary shuttle design dubbed the ***Delta Flyer***, and leaps at the opportunity to build a "24th-century, warp-powered, ultra-responsive hot rod." In 2376, he also renovates a small vessel known as ***Alice***, with less successful results.

Tom Paris is not always a model officer, but the young man overcomes his early mistakes and consistently proves his worth. *Voyager*'s years of exile have evidently changed Tom for the better.

" When I was a boy, my father used to tell me that I was special, that one day I'd do something significant. My teachers at school, all the kids, everyone used to say: 'Tom Paris is going to do something important when he grows up.'" — Tom Paris

BREAKING THE RULES

In the brig

In 2375, the *U.S.S. Voyager NCC-74656* encounters a spaceborne ocean body colonized by the Moneans. The ocean is destabilizing, however, and Tom investigates the problem by taking the *Delta Flyer* on a deep sea mission. He finds that the Moneans' own mining operations are wreaking ecological havoc on their world. Tom goes against the wishes of the Moneans and attempts to shut down their facilities in order to save the water world. As a result, Captain Janeway demotes Tom to ensign and sentences him to 30 days in the brig.

▶ Boyhood adventure
Tom is given the chance to live out his Jules Verne fantasies when he dives the DELTA FLYER into the Monean ocean. The water world is larger than Earth's Pacific and Atlantic oceans.

◀ Disobeying orders
Tom is thrown in the brig for attempting to disrupt the Monean mining operations against Janeway's orders. He finds his 30 days of isolation extremely frustrating and tedious.

Worf: Klingon Warrior

Commander Worf is a respected **Starfleet** officer, but he is also a brave **Klingon** warrior. His obvious pride in his heritage has sometimes led him to clash with other, less honorable Klingons.

OTHER CARDS IN THIS FILE...
1A WORF AND THE KLINGON EMPIRE: PART 1
SEE OTHER FILES...
STAR TREK: THE NEXT GENERATION..... File 69
STAR TREK: DEEP SPACE NINE..... File 70

Worf is a unique link between two great cultures. On the one hand he was raised on Earth and has the distinction of being the only **Klingon** to serve in **Starfleet**; on the other he is a bold warrior who fiercely embraces his heritage and the honor that is intrinsic to it.

Worf's story began on the planet **Khitomer** in 2346, where he was the only survivor of a brutal **Romulan** attack that also killed his parents. The ***U.S.S. Intrepid NCC-38907*** answered the colony's distress call, and a crew member, **Sergey Rozhenko**, adopted the young Klingon as his own. He and his wife **Helena** raised the child on Earth.

Worf loved his adoptive parents, but was aware from a young age that a Klingon heart beat inside him. As he grew into adulthood and joined Starfleet, he embraced the strict Klingon code of honor based on the teachings of **Kahless the Unforgettable**, in addition to the values imparted to him by the Rozhenkos. He is, in fact, a more honorable man than most Klingons. Worf also took an interest in the homeworld's culture, studying Klingon martial arts and taking a liking to the race's opera. He in turn later impresses on his own son, **Alexander**, the ways of the Klingon Empire.

The extent of Worf's dedication to his heritage is evident as early as 2365, when he celebrates the 10th anniversary of his **Age of Ascension** aboard the **Federation** starship ***U.S.S. Enterprise NCC-1701-D***.

Branded a traitor

Worf's devotion to the empire is tested the following year when his late father, **Mogh**, has his reputation tarnished by the accusation of betraying Khitomer to the Romulans. Worf establishes the truth – that the father of High Council member **Duras** was the real traitor – but still accepts discommendation to save the Klingon race from turmoil. It is a testament to his character, and his love of the empire.

15 months later, Worf becomes embroiled in a civil war that breaks out on the Klingon homeworld. He and his brother **Kurn** side with the Chancellor-elect **Gowron** against the sisters of Duras, **Lursa** and **B'Etor**, and help prevent the Klingon Empire from permanently fracturing. Worf confronts the Duras sisters on other occasions over the next few years: in 2370, they are suspected of attempting to murder Worf and Alexander, and the following year he faces them in battle at **Veridian III** aboard the *Enterprise*. His relationship with Gowron also changes over the next few years.

Wounded pride

Worf's discommendation makes him highly uncomfortable when dealing with other Klingons, such as **Ambassador K'Ehleyr** – his one-time mate. It is only **Captain Jean-Luc Picard**'s insistence that Worf is a member of the *Enterprise* crew, and should face his duties even when shamed, that boosts his determination. His good name is restored following the civil war, but in an indirect way his discommendation leads to K'Ehleyr's death. She becomes curious about his dishonor and investigates, leading Duras to murder her. Worf kills Duras in return.

Worf questions the strength of his own warrior character in 2369, after he rescues a group of Klingons

PROFILE ON WORF

NAME: Worf

LIFE FORM: Klingon male

HERITAGE: Worf is raised by humans following the Khitomer massacre, but feels the pull of his Klingon heritage from a young age.

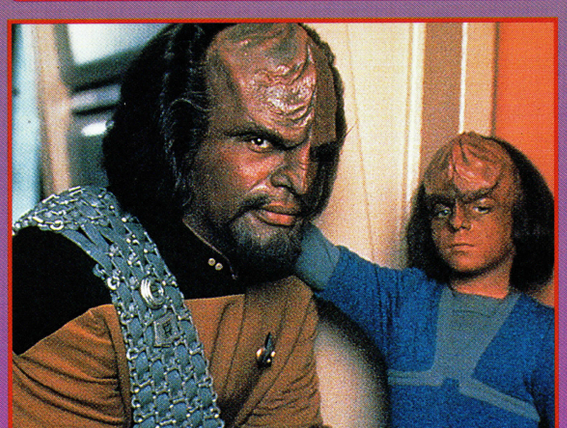
CURRENT STATUS: Federation ambassador to Qo'noS.

FIRST SEEN: 'Encounter at Farpoint' [TNG]

LAST SEEN: 'What You Leave Behind', Part II [DS9]

Worf is the product of human and Klingon culture, and many who know him believe he is the most honorable man they have ever met.

WORF'S HERITAGE

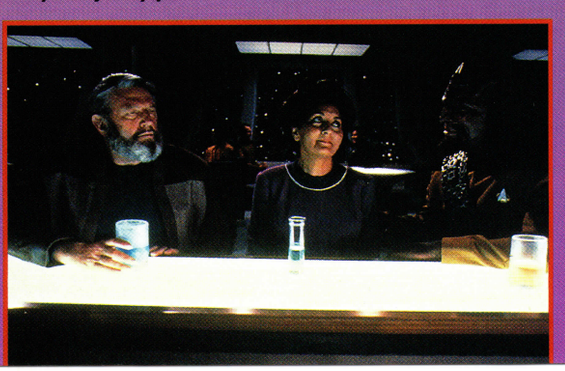


★ Parental responsibilities

After K'Ehleyr's death, Alexander Rozhenko is sent to live on board the U.S.S. ENTERPRISE with Worf.

★ Proud parents

Worf's adoptive human parents, Sergey and Helena Rozhenko, visit their son aboard the ENTERPRISE. They are justly proud of their sons achievements.



★ Son of Mogh

Worf's brother Kurn finds it difficult to deal with the House of Mogh's disgrace.

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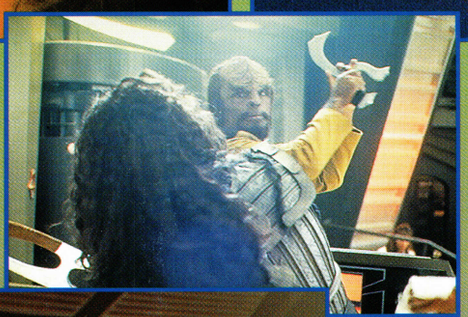
Worf: Klingon Warrior



★ Conflict
Worf and K'Ehleyr often disagree about Klingon culture.

★ Respected leader
In 2373, Worf again serves under Captain Picard's command.

★ Cell mates
Worf and Martok become friends during their imprisonment in a Dominion camp.

★ Choices
Worf decides to support Starfleet against the empire in 2371.

from isolation in the **Carraya system**. He instructs the young warriors in their honorable legacy, but after witnessing the strength of their beliefs, he finds his own wanting. This leads the normally capable officer to neglect his duties aboard the *Enterprise*.

The situation is resolved when Captain Picard counsels Worf to explore his feelings by immersing himself in Klingon culture. He takes a sabbatical to **Boreth**, a Klingon monastery, and there witnesses the apparent return of the legendary Kahless. This is in reality a DNA clone devised by the Boreth clerics, but it serves to reinvigorate Worf's faith even when the truth is revealed.

Spiritual retreat

Worf's return to Boreth in 2371 is followed by another crisis of allegiance when he is posted to station ***Deep Space Nine***. The officer increasingly comes to believe that he should resign from Starfleet – he has spent most of his life around humans, and since the destruction of the *Enterprise* he feels ever more uncomfortable. A sudden Klingon offensive places him on the spot: Worf must decide whether to fight alongside his Klingon brethren, or reveal their plans to invade **Cardassia** to Starfleet.

Worf knew the day would come when he would be forced to choose between the Federation and the Klingons, and he makes his choice to 'betray' the empire. He understands that the issue is really Klingon nature: there are many who say the empire has been at peace for too long, and fear of a **Dominion** invasion has given them an excuse to fight and conquer. An enraged Gowron strips Worf of his title, House and lands, however. All that remains to him is his personal sense of honor.

Worf continues to be involved with the empire from afar during these dark days. Later in 2372, he joins **Lt. Commander Dax** and the **Dahar Master Kor** in their quest to find the sacred **Sword of Kahless**. Dax subsequently becomes Worf's lover and **par'machkai**, until her tragic early death in 2374.

Also in 2372, Worf is framed by the Klingons for apparently firing on a defenseless civilian transport, but this is revealed as a plot to trick the Federation into ending their protection of **Cardassian** convoys. Worf even joins a Starfleet mission to infiltrate the Klingon planet **Ty'Gokor**, and has a frustrating time trying to tutor his *Deep Space Nine* colleagues to act as plausible Klingons.

Kindred spirits

Worf reclaims his heritage when he accepts **General Martok**'s offer to join his House. The two warriors become firm friends following their imprisonment in **Dominion Internment Camp 371**, and Worf regularly serves on the ***I.K.S. Rotarran*** under Martok. They are brothers in the field of battle. Worf is even instrumental in having Martok installed as the new Klingon chancellor when Gowron ruthlessly puts his own personal glory above the greater good of the empire. Worf confronts the chancellor and kills him in combat, leaving the way clear for Martok to lead.

A unique Klingon warrior, Worf has made an indelible mark on the legacy he has fought so hard to safeguard. The Klingon Empire is born anew with an honorable man at its head, and Worf is at his side in his new role as Federation ambassador to **Qo'noS**. Given his history, it is a fitting appointment.

> "You know, for a Klingon who was raised by humans, wears a Starfleet uniform, and drinks prune juice, you're pretty attached to tradition."
>
> — a playful Jadzia Dax to her future husband Worf

AGE OF ASCENSION

Human friends

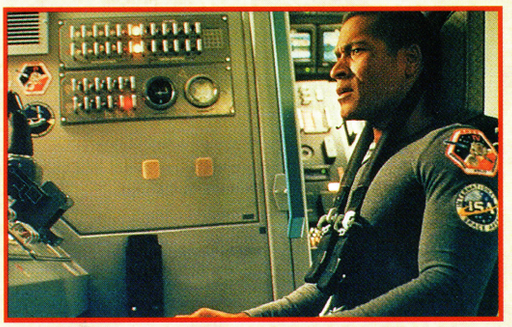
In 2365, the 10th anniversary of Worf's Age of Ascension comes to pass. This Klingon rite of initiation is of great significance to a warrior, and Worf becomes irritable and unsociable toward his Starfleet colleagues when he realizes he cannot celebrate the occasion with fellow Klingons. Wesley Crusher decides to find out what is bothering Worf and accesses the ship's database on Klingon culture. The acting ensign then enlists Worf's other friends on the *U.S.S. Enterprise NCC-1701-D* to help remedy the situation with a holodeck recreation of the ceremony. The ritual is attended by Crusher, Lt. Commander Data, Chief Engineer Geordi La Forge, Chief Miles O'Brien, and Dr. Katherine Pulaski.

▲ Painful ritual
The Age of Ascension ritual includes the use of painstiks.

▼ Extended family
Worf's extended ENTERPRISE family attend his ceremony.

Prewarp Technology: Ion Distributor

When the *U.S.S. Voyager NCC-74656* encounters the *Ares IV* in 2375, some systems on the vessel are still operative, including the ion distributor. Its survival is a fitting tribute to the engineers who pioneered man's first steps into space.



Lt. John Kelly piloted the ARES IV COMMAND MODULE. The astronaut became trapped on the spacecraft after it encountered a graviton ellipse; he recorded his unique experiences just before he died.

Spacecraft development on Earth proceeds steadily from the end of the 20th century into the early part of the 21st century under the guidance of NASA. The introduction of new materials and propulsion systems helps to extend the effective range of exploration within the solar system. Prior to **Zefram Cochrane**'s post-war work on **warp drive** propulsion, all spaceships travel at speeds below impulse engine technology, with a great deal of research centered toward ion drive systems. The technology used in such vessels as the ***Ares IV Command Module***, during the exploration of Mars in 2032, is extremely crude in comparison to that employed by **Starfleet** toward the end of the 24th century, but there still remain a number of fundamental similarities in the ship's systems. These common elements prove vital to **Commander Chakotay**, **Ensign Tom Paris**, and **Seven of Nine** when they are stranded inside a **graviton ellipse**, which had already claimed the life of **Lt. John Kelly** and his vessel.

Source of power

Ares IV's primary power is produced by a third generation ion drive housed in the rear module of the ship. Its output is controlled from the *Command Module* at the front of the ship, in much the same way that impulse and warp engines on a Starfleet craft can be controlled from the bridge. Secondary power comes from the twin solar sails, and while solar power is relatively easy to convert to electrical energy, there needs to be a conversion and distribution system that can take the raw ion energy developed by the drive unit and convert it into usable power for the rest of the ship. The ***Delta Flyer*** uses a plasma manifold to transfer power from the warp engines into the primary systems, but when this manifold is damaged during its journey into the anomaly, the ship is stranded, just as the *Ares IV* had been centuries before.

One commonality between the two stranded ships over 300 years of development is that both main engines rely totally on the primary power source in order to function. Shields and communications on the *Delta Flyer* can be repaired and powered by secondary systems, but the impulse and warp engines are useless without a system that can transform the generated power into a usable form. Such is the similarity in purpose between a 24th-century plasma manifold and a 21st-century **ion distributor**, the obsolete piece of equipment can be salvaged and effectively adapted for use in its state-of-the-art descendant with little difficulty. Great care must be taken in its removal, however, and alterations must be made to allow greater amounts of energy to pass through it.

Ares IV's power distributor is located in the command cockpit, within easy reach of

ION DISTRIBUTOR

A highly polished, bronze-colored cone section protrudes from the center of the uppermost plate.

The 21st-century ion distributor is comprised of a series of metallic discs, each 20 centimeters in diameter.

Four short metallic pillars secure the discs in place. These appear to be made of two different types of material.

The base of the distributor is supported by connector blocks on its underside.

Primary power

Ares IV's primary source of power is provided by the **ion distributor**. This component converts and distributes energy for the vessel's main engines and systems to use.

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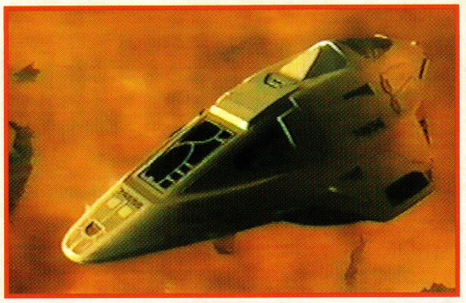
Prewarp Technology: Ion Distributor



In 2375, the DELTA FLYER becomes stranded in the same graviton ellipse that trapped ARES IV and its pilot.

Seven of Nine investigates on board ARES IV, and finds that the spacecraft's ion distributor is still operational.

The crew of the DELTA FLYER modify the ion distributor and then use the 300-year-old unit to escape the ellipse.

maintenance or repair by the ship's crew. Located with a number of other drive components, the distributor is situated behind a flat panel that pulls out to extend a wide draw, giving easy access from the top and sides. Channelling plasma rather than ion energy requires a few careful tweaks, but it is a credit to the distributor's designers that it survived the huge amounts of power pumped through it when John Kelly attempted to break free from the graviton ellipse. Some fusing has occurred on the hull of the ship, but the unit is relatively easy to pull out of its mounting and take away.

Starfleet vessels, such as the ***U.S.S. Voyager NCC-74656***, have a number of redundant systems built into them that enable continued operation of vital functions if one component fails. It appears, however, that there is only one ion distributor on *Ares IV*, and if removed from its housing, no power is distributed to any of the vessel's systems. In order to upload information from the main computer, Seven of Nine has to replace the module, which is surprisingly compact and lightweight considering the nature of its function.

The unit consists of a series of six metallic discs, which are around 20 centimeters in diameter. They have highly polished upper surfaces and sides, which are around half a centimeter in width; there is a similar gap between the plates. The uppermost plate has a polished, cone-shaped, bronze-colored section protruding from the center. The plates are held in place by four short metallic pillars of varying widths, which connect to the sides of the lowest two bottom plates; the bases of these supports are set into a wider, flat dark-colored base unit. The base has connector blocks set into its underside and forms the widest diameter of the entire unit. There are a series of raised sections running around the upper edge of the base unit, bringing the distributor's height to approximately 35 centimeters.

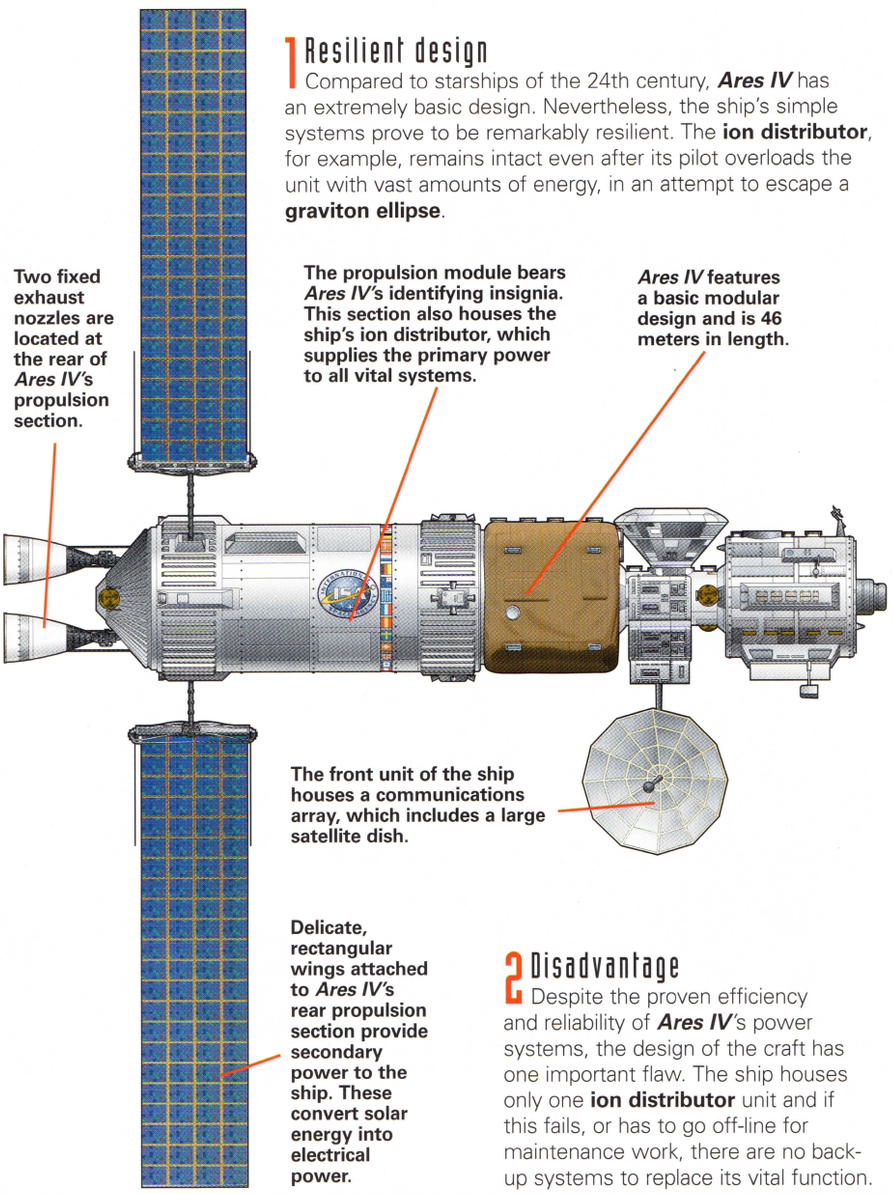
Minor adjustments

The distributor is quickly scanned to determine if it is fit for use, although it takes some minutes to integrate the unit into the *Delta Flyer*'s systems. At first, the distributor does not work when it is physically positioned next to the plasma source and connected into the propulsion unit; attempts to bypass power couplings around the distributor fail to bring the *Flyer*'s primary systems online. Resequencing the ion modulators, which are part of the internal structure of the distributor, does have some effect, and power conversion within the *Delta Flyer*'s propulsion system is soon in progress.

The flow of plasma through the ion distributor fluctuates, although this comes as little surprise, as the unit is not designed for this kind of energy. Constant monitoring of the flow is required during operation, but manual adjustments allow the 300-year-old component to function long enough for the *Delta Flyer* to leave the spatial anomaly and return its crew back to the safety of *Voyager*.

MARS PROBE

SIDE VIEW



1 Resilient design

Compared to starships of the 24th century, ***Ares IV*** has an extremely basic design. Nevertheless, the ship's simple systems prove to be remarkably resilient. The **ion distributor**, for example, remains intact even after its pilot overloads the unit with vast amounts of energy, in an attempt to escape a **graviton ellipse**.

2 Disadvantage

Despite the proven efficiency and reliability of ***Ares IV***'s power systems, the design of the craft has one important flaw. The ship houses only one **ion distributor** unit and if this fails, or has to go off-line for maintenance work, there are no back-up systems to replace its vital function.

FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation A-Z Episode Guide Part 3

'THE DRUMHEAD' FILE 69 CARD 93

Admiral Norah Satie undertakes an investigation into an accident on the ***U.S.S. Enterprise NCC-1701-D***, which quickly deteriorates into a witch hunt designed to weed out **Romulan** collaborators among the crew.

'ELEMENTARY, DEAR DATA' FILE 69 CARD 28

In search of a **holodeck** program that will pose a greater challenge to his positronic brain, **Data** creates a holographic version of Professor Moriarty. Unfortunately, Sherlock Holmes's arch-nemesis soon displays a disturbing degree of self-awareness.

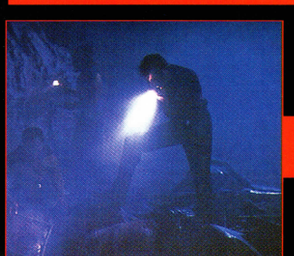
'EMERGENCE' FILE 69 CARD 166

When the ***U.S.S. Enterprise***'s computer systems display signs of growing sentience, the crew are amazed to discover that the starship has given birth to a new life form.

'THE EMISSARY' FILE 69 CARD 45

K'Ehleyr boards the ***U.S.S. Enterprise*** on a mission to stop a **Klingon** ship whose crew are unaware that peace now exists between the empire and the **Federation**.

'ENCOUNTER AT FARPOINT' FILE 69 CARD 1



The first mission of the ***U.S.S. Enterprise***, under the command of its new captain, **Jean-Luc Picard**, is interrupted by the omnipotent **Q**, who puts humanity on trial while the crew investigate strange events at **Farpoint station**.

'THE ENEMY' FILE 69 CARD 54

A temporarily blinded **Geordi La Forge** struggles to convince a **Romulan** Centurion that they must work together to fight for their survival, after both men find themselves stranded on the harsh world of **Galorndon Core**.

'ENSIGN RO' FILE 69 CARD 100

Ensign Ro Laren, a disgraced **Bajoran Starfleet** officer, comes aboard the ***U.S.S. Enterprise*** to help track down a Bajoran terrorist.

'THE ENSIGNS OF COMMAND' FILE 69 CARD 48

Data has to enforce the evacuation of a colony, inhabited by **Federation** citizens for generations, which is now threatened with destruction by the **Sheliak Corporate**, who see the "human infestation" as a violation of the **Treaty of Armens**.

'ETHICS' FILE 69 CARD 112

After suffering a crippling injury, **Worf**, asks his son, **Alexander Rozhenko**, to help him commit ritual suicide, rather than remain paralyzed for life. The **Klingon** officer is offered the chance of a complete recovery, however, if he submits to a new form of experimental surgery.

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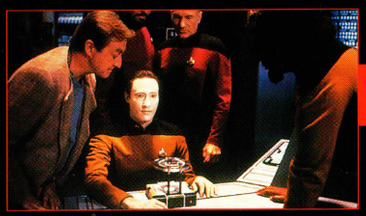
STAR TREK: The Next Generation A-Z Episode Guide Part 3



'EVOLUTION' FILE 69 CARD 49

A lab accident involving **Wesley Crusher**'s experiments with **nanites** leads to the creation of a new breed of self-aware, artificial life forms.

'EYE OF THE BEHOLDER' FILE 69 CARD 161

A psychic imprint causes **Counselor Deanna Troi** to experience a series of hallucinations, while she investigates the suicide of a ***U.S.S. Enterprise NCC-1701-D*** crewman.

'FACE OF THE ENEMY' FILE 69 CARD 134

Counselor Deanna Troi is surgically altered to resemble a member of the **Tal Shiar**, in an effort to aid the defection of a senior **Romulan** official to **Federation** space.

'FAMILY' FILE 69 CARD 76

Captain Jean Luc Picard returns to his family home in LaBarre, France, where he hopes to recover from the psychological wounds he suffered at the hands of the **Borg**.

'FINAL MISSION' FILE 69 CARD 81

Wesley Crusher and an injured **Captain Jean-Luc Picard** fight for survival on a harsh world, where the only source of water is protected by an impregnable sentry device.

'FIRST BORN' FILE 69 CARD 164

Worf's attempts to interest **Alexander Rozhenko** in the **Klingon** way of life are aided by a future version of the young boy, who claims to be responsible for his father's death.

'FIRST CONTACT' FILE 69 CARD 87

A cultural observation mission to the planet **Malcor III** goes awry when a disguised **Commander William Riker** is injured and his human physiology is discovered.

'THE FIRST DUTY' FILE 69 CARD 115

Captain Jean-Luc Picard returns to **Starfleet Academy** to deliver the commencement address, while **Wesley Crusher** and his fellow cadets are questioned about the death of a classmate.

'A FISTFUL OF DATAS' FILE 69 CARD 129

Worf and **Alexander Rozhenko**'s sojourn in a wild west **holodeck** scenario, co-designed by **Lt. Reginald Barclay**, is disrupted when a computer glitch populates the program with versions of the android officer **Data**.

'FORCE OF NATURE' FILE 69 CARD 152

Two **Hekaran** scientists present **Starfleet** with information that indicates warp travel is damaging the fabric of the spacetime continuum. The brother and sister team insist that the ***U.S.S. Enterprise*** must stop using its warp drive to traverse the Galaxy.

'Covenant'

The former **Cardassian** leader **Dukat** arranges the abduction of **Colonel Kira Nerys** to the abandoned space station ***Empok Nor***. Here, Dukat leads a group of **Bajorans** who are members of a **Pah-wraith** cult, the evil counterparts of **Bajor**'s **Prophets**.

'COVENANT'

"The Prophets are not the true gods of Bajor, the Pah-wraiths are. They were cast from the Celestial Temple because they wanted to take an active role in Bajoran life."

– Dukat

Colonel Kira Nerys is transported to the formerly abandoned **Cardassian** space station ***Empok Nor*** by members of a **Pah-wraith** cult, led by their self-proclaimed emissary, **Dukat**. Kira is distressed to find that **Vedek Fala**, a spiritual leader from her youth, is now complicit in this madness.

Regretting former misdeeds, Dukat insists the Pah-wraiths are benign, and that the **Prophets** abandoned **Bajor** during the Cardassian occupation. He has abducted Kira to show her the truth of his visions.

Later, the colonel manages to acquire a gun and aims it at Dukat, but her line of fire is blocked by his devotees. Dukat's public proclamations notwithstanding, however, when the community's first child is born it is obvious that the Cardassian has not stopped exploiting **Bajoran** women. Kira is astounded at Dukat's explanation that the Pah-wraiths have arranged **Mika**'s miracle birth as a sign, and still more amazed at the gullibility of his followers in accepting the lie.

Dust to dust

Dukat attempts to murder Mika to conceal his abuse, but fails. Needing to act before she regains consciousness, he announces his final vision from the Pah-wraiths. Dukat intends to instigate a mass suicide, which he describes as the shedding of corporeal status before the Pah-wraiths transform their subjects into celestial warriors. This will be achieved by means of a **promazine** pill, which causes death and leaves nothing of the corpse but a pile of dust.

Kira escapes from her quarters and disrupts the suicide ceremony, knocking Dukat's pill from his hand. The Cardassian's reluctance to take another pill when offered one reveals that his was a fake. Dukat claims his survival was the will of the Pah-wraiths, but his followers turn on him before he transports away. Unable to survive this betrayal, Fala takes his promazine anyway.

Returning to ***Deep Space Nine***, Kira is convinced of Dukat's sincerity regarding the Pah-wraiths, and believes that this makes him even more dangerous than ever.

STARSHIP FACTS

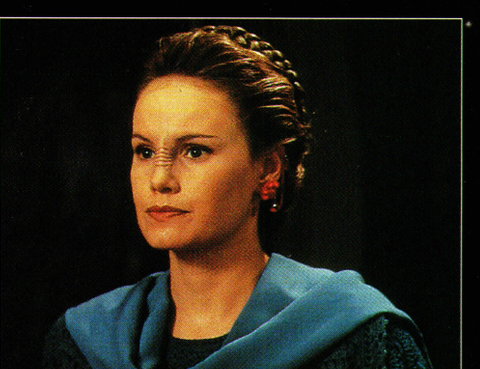
Dukat explains away contradictions in the ancient Bajoran texts by noting that history is written by the victors, and that his own faith has blossomed from visions sent by the Pah-wraiths.

ON SCREEN...

1 *Colonel Kira is abducted by members of a Pah-wraith cult and taken to the derelict space station EMPOK NOR, where she is unhappily reunited with Dukat.*

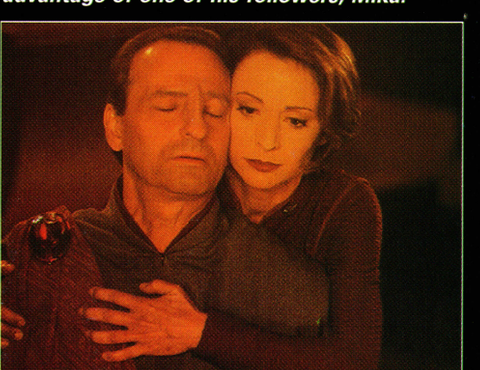
2 *Dukat claims that the Pah-wraiths are the true gods of Bajor. They have been unfairly demonized simply for wanting to play a more direct role in guiding Bajor's destiny.*

3 *Kira is tormented by the defection of Vedek Fala, whose strength during the Cardassian occupation held together the Bajorans in the internment camps.*



4 *Despite his new protestations of holiness, Dukat has not changed since his days as Prefect of Bajor. He takes advantage of one of his followers, Mika.*

5 *When Kira knocks Dukat's promazine pill away, Vedek Fala offers him a replacement. The 'emissary' of the Pah-wraiths is reluctant to take it, however.*



6 *Fala kills himself, unable to cope with Dukat's betrayal. The vedek always advocated forgiveness and believed in the Cardassian's apparent conversion from evil.*

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FILE 70 STAR TREK: DEEP SPACE NINE

'It's Only a Paper Moon'

Nog appears to be suffering from severe post-traumatic distress after losing his leg during the conflict on **planet AR-558**. The **Ferengi** cadet withdraws into the fantasy world of **Vic Fontaine**'s **holosuite** program, unable to cope with reality.

'IT'S ONLY A PAPER MOON'

"They say it's all in my head, "According to my tricorder the pain receptors in your leg aren't being stimulated Nog. You must be imagining it." I don't care what they say, it hurts all the time."

– Nog to Vic Fontaine

Nog returns from hospital on extended medical leave. His **Ferengi** physiology has accepted a replacement biosynthetic leg, yet the cadet still seems to require a cane to walk. Medical opinion suggests this is a psychological problem, while Nog insists he is in pain. The cadet was previously an enthusiastic **Starfleet** officer, and stoic when injured – now he is withdrawn and isolated, shunning his old friends.

Nog fixates on a **Vic Fontaine** recording of 'I'll Be Seeing You', which he first heard soon after his leg was amputated. The **Ferengi**'s repeated plays of the song drives his room mate **Jake Sisko** crazy, however, so Nog retreats to the **holosuite** and has Vic sing every arrangement of the tune he knows. Not wanting to return to the real world, Nog chooses to recuperate in Vic's quarters inside the holosuite program.

Financial advisor

Vic's upbeat personality cheers Nog, and the holosinger also proves quite the psychologist. He replaces Nog's cane with a more stylish one, but warns it is fragile and might not take his entire weight. The cadet's rehabilitation really begins, however, when he brings his Ferengi expertise to bear on Vic's delinquent bookkeeping. He immerses himself in Vic's world, suggesting that the singer expand with a new bar, and eagerly throws himself into the running of Fontaine's. Nog's limp disappears and his mood almost reverts to normal.

Vic appreciates his extended period of existence, but knows Nog must leave his fantasy. As his programming incorporates elements of free will, Vic deactivates himself. When the singer manifests again in person, the root of Nog's problem emerges. The loss of a limb gave the cadet a sense of his own mortality. Knowing he might die at any time, Nog has grown scared of the real world. Vic replies that his young friend will just as surely suffer a slow death in the holosuite.

Having conquered his fears, Nog later returns to thank Vic, and in gratitude for his help has arranged to have the singer's holosuite program running permanently.

STARSHIP FACTS

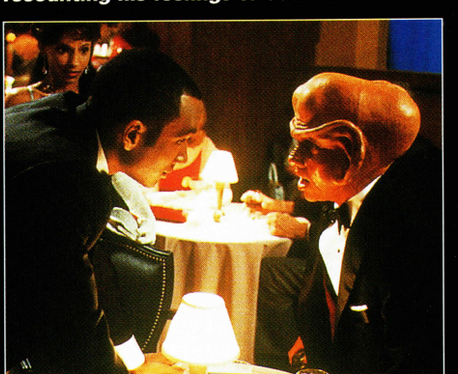
At first, Ezri Dax is optimistic that patients, such as Nog, provide their own best therapy. She believes the wisest course is to watch and wait.

ON SCREEN...

1 *Nog returns from hospital with a replacement biosynthetic leg. The cadet complains he can still feel pain, however, particularly when applying his full weight.*

2 *The Ferengi sleeps 18 hours a day, misses physical therapy sessions, and informs Ezri Dax that he is sick of recounting his feelings to counselors.*

3 *Nog finds comfort in Vic Fontaine's singing and completely withdraws to the holosuite program. The cadet feels safer there than in the real world.*



4 *Nog turns surly again when he meets up with friends from outside of the holosuite, culminating in a fight with his best friend Jake Sisko.*

5 *Ezri speaks to Vic about Nog's progress. The holosinger will be sad to lose Nog's company, but agrees that it is time for him to leave the holosuite.*

6 *Nog thanks Vic for helping him return to the real world by arranging to have his program play continuously – in effect also restoring Vic to life.*

T continued

Tournel This male **Ba'ku** informed **Captain Picard** that **Data** had a phase variance in his positronic brain. Tournel could not fix the problem. (*Starship Log:* ***Star Trek: Insurrection***) ***SEE FILE 18, 80***

Touth, Caves of **Neelix** and his favorite sister, **Alixia**, explored this geological formation together in their youth. Alixia frequently took Neelix on such small adventures. (*Starship Log:* 'Rise' [VOY]) ***SEE FILES 43, 71***

tova'dok This **Klingon** word describes an intense, unexpected, non-verbal communication between two warriors who are engaged in combat. A tova'dok experience between **Worf** and **Martok**, while they were held in a **Dominion** prison, persuaded Worf not to give up hope. (*Starship Log:* 'Soldiers of the Empire' [DS9]) ***SEE FILES 11, 43, 70***

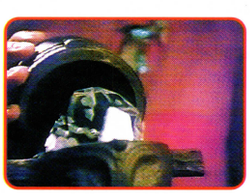
Tower of Commerce This structure is the economic control center for **Ferenginar** and its allies. The Tower of Commerce, the dominant building in the **Sacred Marketplace** complex, houses the **grand nagus** and **Ferengi Commerce Authority** offices. (*Starship Log:* 'Prophet Motive' [DS9]) ***SEE FILES 14, 70***

towing emitter This **Kazon-Nistrim** technology is the equivalent of a **Starfleet** vessel's tractor beam. In 2372, **Maje Culluh** ordered the use of a towing emitter to capture a ***U.S.S. Voyager NCC-74656*** shuttlecraft, and reel it into his ship's main hangar. (*Starship Log:* 'Maneuvers' [VOY]) ***SEE FILES 40, 71***

Towles This crew member worked in engineering aboard the ***U.S.S. Enterprise NCC-1701-D*** in 2369. **Commander Riker** put Towles and **Walker** in charge of the search team command post that was set up on a planet occupied by self-aware **Borg**. (*Starship Log:* 'Descent', Part I [TNG]) ***SEE FILE 69***

Towt, Family of This **Voth** family traditionally mated with the family of **Professor Forra Gegen**. Gegen indicated that he would not mind breaking the tradition when **Tova Veer** showed an interest in his daughter. (*Starship Log:* 'Distant Origin' [VOY]) ***SEE FILES 18, 71***

Tox Uthat This **quantum phase inhibitor**, or star killer, was developed by **Kal Dano** in the 27th century. Dano hid the fist-shaped crystal on the planet **Risa** in the 22nd century. **Captain Picard**, along with **Vash**, found and destroyed the Tox Uthat while on holiday in 2366, before it could fall into the hands of two 27th-century **Vorgon** criminals. (*Starship Log:* 'Captain's Holiday' [TNG]) ***SEE FILES 60, 69***



The Tox Uthat was discovered inside a Horga'hn statue.

Captain Ronald Tracey was the commanding officer of the U.S.S. Exeter NCC-1672, before he elected to break the Prime Directive by providing advanced weapons to a primitive civilization.

Tozhat Resettlement Center The euphemistic name for an orphanage in **Bajor**'s **Tozhat** province, that was populated by abandoned **Cardassian** children. **Gul Dukat** kidnapped **Rugal**, the son of his enemy, **Kotran Pa'Dar**, and left him at the Tozhat Resettlement Center in 2362. (*Starship Log:* 'Cardassians' [DS9]) ***SEE FILE 71***

TR-116 rifle This projectile weapon was created by **Starfleet Security**. The TR-116's chemically-propelled tritanium bullets and **micro transporter** system were unaffected by energy fields that could short-circuit **phasers**. The TR-116 was never mass produced. (*Starship Log:* 'Field of Fire' [DS9]) ***SEE FILES 60, 70***

Trabalian freighter This commercial transport vessel operated in the **Delta Quadrant**. **Neelix** learned about warp theory during the two years he toiled on a *Trabalian freighter*. (*Starship Log:* 'Threshold' [VOY]) ***SEE FILE 71***

Trabe This once highly-regarded **Delta Quadrant** species of scholars and artists was responsible for enslaving the **Kazon** civilization. In 2346, the Kazon factions united in an uprising that scattered the Trabe, forcing them into a nomadic existence. The vengeful Kazon took any opportunity to prevent the Trabe from setting up home on another planet. (*Starship Log:* 'Initiations' [VOY]) ***SEE FILE 18, 71***

Tracer These **Ramuran** operatives locate, retrieve, and expunge the alien memories from citizens who violate Ramuran law by leaving the planet. Two tracers, **Kellin** and **Curneth**, boarded the ***U.S.S. Voyager NCC-74656*** in 2374. Kellin wished to be granted asylum aboard the starship, but she was ultimately returned to her world by Curneth. (*Starship Log:* 'Unforgettable' [VOY]) ***SEE FILE 71***

Tracey, Captain Ronald This **Starfleet** officer was captain of the ***Constitution***-class ***U.S.S. Exeter NCC-1672*** in 2268. Tracey tragically assumed that a virus on the planet **Omega IV** was the fountain of youth. The *Exeter*'s crew, countless natives, and the **Prime Directive** were casualties of Tracey's desire for immortality, when he elected to trade weapons to the **Yang** and **Kohms** factions on the planet. (*Starship Log:* 'The Omega Glory' [TOS]) ***SEE FILE 18, 43, 68***

Tournel
Touth, Caves of
tova'dok
Tower of Commerce
towing emitter
Towles
Towt, Family of
Tox Uthat
Tozhat Resettlement Center
TR-116 rifle
Trabalian freighter
Trabe
Tracer
Tracey, Captain Ronald
Tracken II
tractor beam
Tracy, Lieutenant Karen
Trade Agreements Conference
Trag'tok, Dr.
Trager
Traggle nectar
Traidy
trajector
Trajok
Trakian ale
Trakor
Tralesta
Tranome Sar
transdimensional aliens
transilluminator

In 2375, Ezri Dax used a TR-116 rifle in an attempt to get inside the mind of a killer who murdered a number of Starfleet officers on station DEEP SPACE NINE.

The Tozhat Resettlement Center housed a number of Cardassian children who had been abandoned after the occupation.

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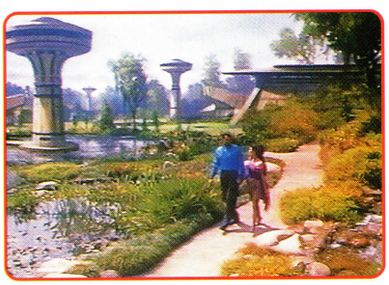
Tracken II
This planet in the **Demilitarized Zone** was the location of a **Maquis** colony in 2373. **Benjamin Sisko** would have irradiated Tracken II's atmosphere with **trilithium** had **Michael Eddington** not surrendered himself and his **biogenic weapons**. (*Starship Log:* 'For the Uniform' [DS9]) ***SEE FILE 70***

tractor beam
This technology creates intersecting **subspace/graviton** forces that are able to grab and hold objects in space. From **Balok**'s ***Fesarius*** to the ***Borg cube***, tractor beam emitters are standard in many sophisticated space vessels. A ship caught in a tractor beam can sometimes slip free by repolarizing its hull or remodulating deflectors. **B'Elanna Torres** tried to make the first subspace tractor beam in 2371, but the energy draw was not sustainable. (*Starship Log:* 'The Corbomite Maneuver' [TOS]; 'The Naked Now' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY] ***SEE FILES 20, 21, 22, 23, 25, 26, 27, 28, 29, 38, 40, 68, 69, 70, 71***

Tracy, Lieutenant Karen
This officer served as a medical technician aboard the ***U.S.S. Enterprise NCC-1701***. In 2267, Tracy was conducting **psychotricorder** readings on the planet **Argelius II** when she was stabbed to death by **Rejac** in **Prefect Jarvis**'s home. (*Starship Log:* 'Wolf in the Fold' [TOS]) ***SEE FILE 58, 68***

Trade Agreements Conference
This gathering of business leaders is held every other year on the planet **Betazed**. 2366 was the first year that the **Ferengi** were invited to the conference; the closing reception was held in the ***U.S.S. Enterprise NCC-1701-D***'s **Ten-Forward** lounge. (*Starship Log:* 'Menage a Troi' [TNG]) ***SEE FILE 69***



The tranquil world of Betazed played host to the Trade Agreements Conference, which was attended by many advanced civilizations.

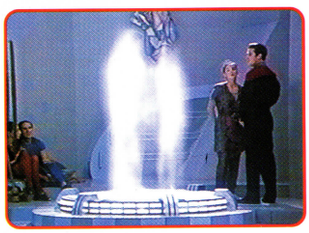
Trag'tok, Dr.
This male physician was stationed on ***Deep Space Nine*** in 2374. **Jadzia Dax** thought that Trag'tok would make an appropriate and attractive dinner companion for **Kira Nerys**. The major vetoed the doctor because of his three eyes. (*Starship Log:* 'Resurrection' [DS9]) ***SEE FILE 70***

Trager
This **Cardassian** ***Galor***-class warship was commanded by **Gul Macet**. The *Trager* attacked the ***U.S.S. Enterprise NCC-1701-D*** in 2366, after **Captain Benjamin Maxwell** of the ***U.S.S. Phoenix NCC-65420*** obliterated a Cardassian science station. The *Enterprise* easily overcame the *Trager*'s defenses. (*Starship Log:* 'The Wounded' [TNG]) ***SEE FILES 36, 69***

Traggle nectar
Neelix served this drink alongside breakfast aboard the ***U.S.S. Voyager NCC-74656***. When **B'Elanna Torres** was up all night working on an engineering dilemma, Neelix suggested Traggle nectar and a **Jibalian** seven-spice omelet as a pick-me-up. (*Starship Log:* 'Prototype' [VOY]) ***SEE FILE 71***

Traidy
This thug from **Finnea Prime** was employed by **Draim**, a blackmail and extortion specialist for the **Orion Syndicate**. In 2373, Draim dispatched Traidy and **Sorm** to kill **Arissa** and retrieve her **data crystal**. (*Starship Log:* 'A Simple Investigation' [DS9]) ***SEE FILE 70***

trajector
This **Sikari** transportation device utilized folding-space technology to give it a range of 40000 light years. At first the Sikari trajector appeared to provide the ***U.S.S. Voyager NCC-74656*** with a method of reaching home, but the technology ultimately proved to be incompatible with **Starfleet** systems. (*Starship Log:* 'Prime Factors' [VOY]) ***SEE FILES 18, 71***



Sikari trajector technology is activated by one or more individuals stepping onto a raised platform, from which they are transported to another location.

Trajok
This individual was **Jadzia Dax**'s personal **Galeo-Manada** wrestling coach. Trajok was in great demand; an appointment on **Calondia IV** kept him away from ***Deep Space Nine*** for a week, and forced him to cancel his regular early morning training sessions with Dax. (*Starship Log:* 'Playing God' [DS9]) ***SEE FILE 70***

Trakian ale
This alcoholic drink selection was held in **Starfleet**'s food **replicator** databases. **William Riker** drank Trakian ale in the ***U.S.S. Enterprise NCC-1701-D***'s **Ten-Forward** lounge. The genome thief, **Steth**, sampled Trakian ale on the ***U.S.S. Voyager NCC-74656*** in 2374. (*Starship Log:* 'Lower Decks' [TNG]; 'Vis á Vis' [VOY]) ***SEE FILES 69, 71***

Trakor
This **Bajoran** man authored a series of symbolic prophesies 3000 years ago, based on visions from the **Orb of Change**. **Trakor's Third Prophesy** was apparently fulfilled in 2371, during a **Cardassian** communications relay experiment. **Trakor's Fourth Prophesy** foretold difficulties for the **Emissary**, **Benjamin Sisko**. (*Starship Log:* 'Destiny' [DS9]) ***SEE FILES 10, 70***

Tralesta
This **Acamarian** clan was involved in a long-term feud with the **Lornak** clan. In 2366, only one Tralesta, a woman named **Yuta**, remained. Yuta single-handedly sustained the Tralesta/Lornak feud for a century, until she was killed by **Commander William Riker**. (*Starship Log:* 'The Vengeance Factor' [TNG]) ***SEE FILE 18, 69***

Tranome Sar
The location of a battle between the **Klingons** and the **Romulans**. The Klingon tactical officer on the ***I.K.S. Pagh*** was gratified that his father died honorably in this battle. (*Starship Log:* 'A Matter of Honor' [TNG]) ***SEE FILE 69***

transdimensional aliens
This term was applied to the **photonic** beings who entered the ***U.S.S. Voyager NCC-74656***'s **holodeck**. They believed that photonic characters, such as **Dr. Chaotica**, were real, and the flesh and blood crew an illusion. (*Starship Log:* 'Bride of Chaotica!' [VOY]) ***SEE FILE 71***

The transdimensional aliens that visited the U.S.S. VOYAGER NCC-74656 in 2375 appeared in human form and period clothing.

transilluminator
A component used in the **holosuites** in **Quark's bar**. **Nog** caused a magnetic flux anomaly in the holosuite **transilluminator** circuits while trying to run the Las Vegas program against **Vic Fontaine**'s will. (*Starship Log:* 'It's Only a Paper Moon' [DS9]) ***SEE FILE 70***

T continued

transkinetic chamber The name given to a receptacle that holds residual warp engine **antimatter**. Antimatter in the chamber is altered sub-atomically and recycled. The transkinetic chamber and **radiometric converters** ensure that **Starfleet**'s warp engines are non-polluting. (*Starship Log:* 'Night' [VOY]) ***SEE FILES 29, 71***

transkinetic vector This term applies to a course, or bearing, through spacetime derived via magnitude, direction, and orientation calculations. A wormhole located in the **Delta Quadrant** appeared to have a transkinetic vector leading straight back to **Sector 001**. (*Starship Log:* 'Bliss' [VOY]) ***SEE FILE 71***

translation matrix The **Universal Translator** uses this computer program to convert speech from one language into another. A new translation matrix can be built only after the computer listens to and evaluates enough conversation from an alien species. (*Starship Log:* 'Sanctuary' [DS9]) ***SEE FILES 63, 70***

translink frequency The number of oscillations per second to which **Seven of Nine**'s **cranial transceiver** was tuned. In an alternate timeline, **Harry Kim** transmitted a message to Seven using her translink frequency, to warn her of impending doom for the ***U.S.S. Voyager NCC-74656***. (*Starship Log:* 'Timeless' [VOY]) ***SEE FILE 71***

translocator This form of **transporter** technology has a range of 10 light years. The translocator works by creating artificial spatial distortions, detectable by a surge of **polaron particles**. Translocators were used by the **Nyrians**, and by **Tau** when he stole the ***U.S.S. Voyager NCC-74656***'s computer core. (*Starship Log:* 'Displaced' [VOY]) ***SEE FILE 18***

transluminal processor A type of faster than light computer processor. In 2374, the pirate **Tau** had a fast, powerful computer equipped with a transluminal processor for sale. (*Starship Log:* 'Concerning Flight' [VOY]) ***SEE FILE 71***

transmuter This handheld mechanism focused the thoughts of **Sylvia** and **Korob**, giving them incredible mental powers. When the transmuter was destroyed by **Captain James Kirk**, all its creations vanished, including Korob and Sylvia's life support. (*Starship Log:* 'Catspaw' [TOS]) ***SEE FILES 58, 68***

transneural matrix This section of a ***Borg Vinculum*** was responsible for the multiple personalities that were experienced by **Seven of Nine** in 2375. **B'Elanna Torres** targeted the transneural matrix during an attempt to try and dampen the *Vinculum*'s **subspace** broadcast. (*Starship Log:* 'Infinite Regress' [VOY]) ***SEE FILES 42, 71***

Montgomery Scott divulged the secrets of transparent aluminum to Dr. Nichols of Plexicorp in the year 1986. The material had the potential to revolutionize the company's dealings.

transoptic datalink This enhancement to a **tricorder**, used by **Chakotay**, was made by **Harry Kim** in 2375. The transoptic datalink would make it easier to download data from computers in **Species 8472**'s ***Starfleet Headquarters Terrasphere***. (*Starship Log:* 'In The Flesh' [VOY]) ***SEE FILE 71***

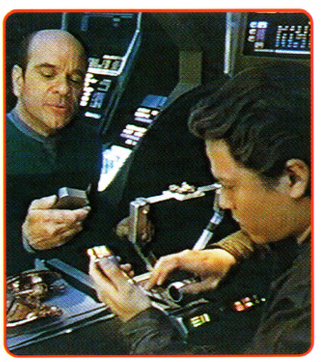
transparent aluminum This see-through alloy has the desirable qualities of being both strong and thin, making it an ideal material for starship windows. Transparent aluminum was developed by **Dr. Nichols** of **Plexicorp** in 1986, with the aid of **Montgomery Scott**, and was commonplace by the 23rd century. (*Starship Log:* ***Star Trek IV: The Voyage Home***; 'In Theory' [TNG]) ***SEE FILES 69, 75***

transpectral sensor array This **mirror universe** invention was devised by **Professor Jennifer Sisko** in 2371, but never completed. The array would have seen through ion storms in the **Badlands**, making it easy to find **Terran** settlements. (*Starship Log:* 'Through the Looking Glass' [DS9]) ***SEE FILE 70***

transpectral imager This piece of equipment was used aboard the ***U.S.S. Voyager NCC-74656*** in 2376 to clear visual sensor readings during an encounter with a rare **graviton ellipse**. (*Starship Log:* 'One Small Step' [VOY]) ***SEE FILE 71***

transponder An abbreviation of transmit-respond, this simple device detects a communications signal and sends a signal of its own in reply. Emergency transponders have been produced in a number of configurations, but their purpose – to facilitate locating a person who cannot respond – is unchanged. **Starfleet** landing parties in 2267 had the option of using subcutaneous transponders. In 2365, **Commander Riker** took a transponder with him when taking part in an officer exchange program aboard a ***Klingon Bird-of-Prey***, the ***I.K.S. Pagh***. **Subspace** transponders were devised to transmit across dimensions. Spacecraft are also equipped with emergency transponders, to aid rescue and retrieval missions. Starfleet security anklets are equipped with transponders so that a prisoner can be tracked. The **Son'a** attached **isolinear tags** containing transponders to the **Ba'ku** in 2375, so the colonists could be transported off the planet. (*Starship Log:* 'Patterns of Force' [TOS]; 'A Matter of Honor' [TNG]; 'Battle Lines' [DS9]; 'Emanations' [VOY]; ***Star Trek: Insurrection***) ***SEE FILE 68, 69, 70, 71, 80***

transkinetic chamber
transkinetic vector
translation matrix
translink frequency
translocator
transluminal processor
transmuter
transneural matrix
transoptic datalink
transparent aluminum
transpectral sensor array
transpectral imager
transponder
transport scrambler
transport, fetal
transport, near-warp
transporter
transporter buffer
Transporter Code 14
transporter I.D. trace
transporter inhibitor
transporter psychosis
transporter sensor log
transporter shock
transporter targeting components
transporter test article
Transporter Theory
transporter trace
transporter, emergency
Transporter Mark V-VII



Harry Kim and the EMH were able to retrieve Seven of Nine's body from the wreck of the U.S.S. VOYAGER, and contact her past self using the translink frequency.

The transmuter used by Sylvia and Korob had a thin, wand-like grip, and a spherical tip. The device brought to life extraordinarily realistic images and illusions.

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transport scrambler
This **Klingon** device is designed to prevent the use of **transporters**. Klingon battle strategy made use of transport scramblers to force the enemy into using ships and other easy to target escape routes. (*Starship Log:* 'Nor the Battle to the Strong' [DS9]) ***SEE FILE 70***

transport, fetal
This alternative birthing method is used if traditional childbirth proves too dangerous for the mother or child. The ***U.S.S. Voyager NCC-74656***'s **EMH** used a fetal transport to bring **Naomi Wildman** into the world. (*Starship Log:* 'Deadlock' [VOY]) ***SEE FILE 71***

transport, near-warp
This high-precision operation involves an individual being transported while a starship is moving almost at the speed of light. One effect of a near-warp transport is that the person has the odd sensation of materializing a few feet from where they actually appear. (*Starship Log:* 'The Schizoid Man' [TNG]) ***SEE FILES 59, 69***

transporter
This device is installed on many ships throughout the Galaxy, including all **Starfleet** vessels. It moves people and cargo from one location to another, such as from a starship to a planet surface, by disassembling, transmitting, and then reassembling the subject's atoms. Transporters are unable to operate through tactical shields. (*Starship Log:* 'The Cage' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) ***SEE FILES 59, 68, 69, 70, 71***

Transporters were one of the most important features aboard any class of starship. They were usually characterized by a pattern of light and a distinctive whine.

transporter buffer
SEE: **pattern**

Transporter Code 14
A standard **Starfleet** instruction that instructs the transporter technician to lock onto an object, dematerialize it, and then purge the disassembled atoms. The **Tox Uthat** was destroyed using Code 14. (*Starship Log:* 'Captain's Holiday' [TNG]) ***SEE FILE 69***

transporter I.D. trace
This detailed information is automatically generated every time someone uses the transporter. The ID trace provides absolute proof about who used a particular transporter, and at what time. (*Starship Log:* 'Unnatural Selection' [TNG]) ***SEE FILE 69***

transporter inhibitor
This free standing unit is equipped with a small signal generator on top. When active, a signal prevents transporters from locking onto anything within a radius of several meters. The crew of the ***U.S.S. Enterprise NCC-1701-E*** used transporter inhibitors to prevent **Ba'ku** colonists from being taken off their world by a joint **Federation-Son'a** operation in 2375. (*Starship Log:* ***Star Trek: Insurrection***) ***SEE FILE 80***

Transporter inhibitors were easy to erect. Multiple units offer wide fields of protection.

transporter psychosis
This syndrome of mental, muscular, and sensory malfunctions is associated with premultiplexed transporters, and the degradation of neurochemicals during transport. **Reginald Barclay** experienced a transporter phobia in 2369, which stemmed from concerns about transporter psychosis. (*Starship Log:* 'Realm of Fear' [TNG]; 'Pathfinder' [VOY]) ***SEE FILES 43, 69, 71***

Reginald Barclay's transporter psychosis became a source of distress in 2369, when he encountered a life form, later discovered to be quasi-energy microbes, in the matter stream.

transporter sensor log
This moment to moment record of energy output and fluctuations is detected by the transporter during operation. A review of the sensor logs can reveal potential problems. (*Starship Log:* 'Attached' [TNG]) ***SEE FILE 69***

transporter shock
This temporary disorientation and dizziness is experienced after transporter rematerialization, and is usually associated with a transporter glitch. Transporter shock is extremely rare. (*Starship Log:* 'Past Tense', Part I [DS9]) ***SEE FILE 70***

transporter targeting components
Also known as targeting scanners, these systems compute transporter rematerialization coordinates after evaluating range, motion differential, and potential dangers. The targeting scanners then lock onto the coordinates for data stream transmission. (*Starship Log:* 'Attached' [TNG]) ***SEE FILE 69***

transporter test article
This term describes any inanimate object sent through a transporter cycle and then examined to verify the transporter system's integrity. The test article used in 2366 was a **duranium** cylinder. (*Starship Log:* 'The Enemy Within' [TOS]; 'Hollow Pursuits' [TNG]) ***SEE FILES 68, 69***

Transporter Theory
This course was taught by **Dr. Olafson** when **Reginald Barclay** attended **Starfleet Academy**. Olafson's description of transporter complexities and flaws planted the seed for Barclay's ongoing transporter phobia. (*Starship Log:* 'Realm of Fear' [TNG]) ***SEE FILE 69***

transporter trace
This term is given to the residual electrostatic charge which remains at the site of dematerialization after an individual is transported to another location. (*Starship Log:* 'Second Skin' [DS9]) ***SEE FILE 70***

transporter, emergency
Part of the emergency escape system on some **Starfleet** vessels, including the ***Intrepid***-class ***U.S.S. Voyager NCC-74656***. Evacuating crew members can utilize this equipment to transport up to 10 kilometers away. (*Starship Log:* 'Future's End', Part I [VOY]) ***SEE FILE 71***

Transporter Mark V-VII
Several variations of transporters exist, and are classified by model number, according to features. Mark V transporters were discontinued in 2356, though some remained in service long after this time. Mark VII transporters added user-selected salability to the **phase transition inhibitor**, accommodating delicate biomatter transport. (*Starship Log:* 'Family Business' [DS9]) ***SEE FILES 59, 70***